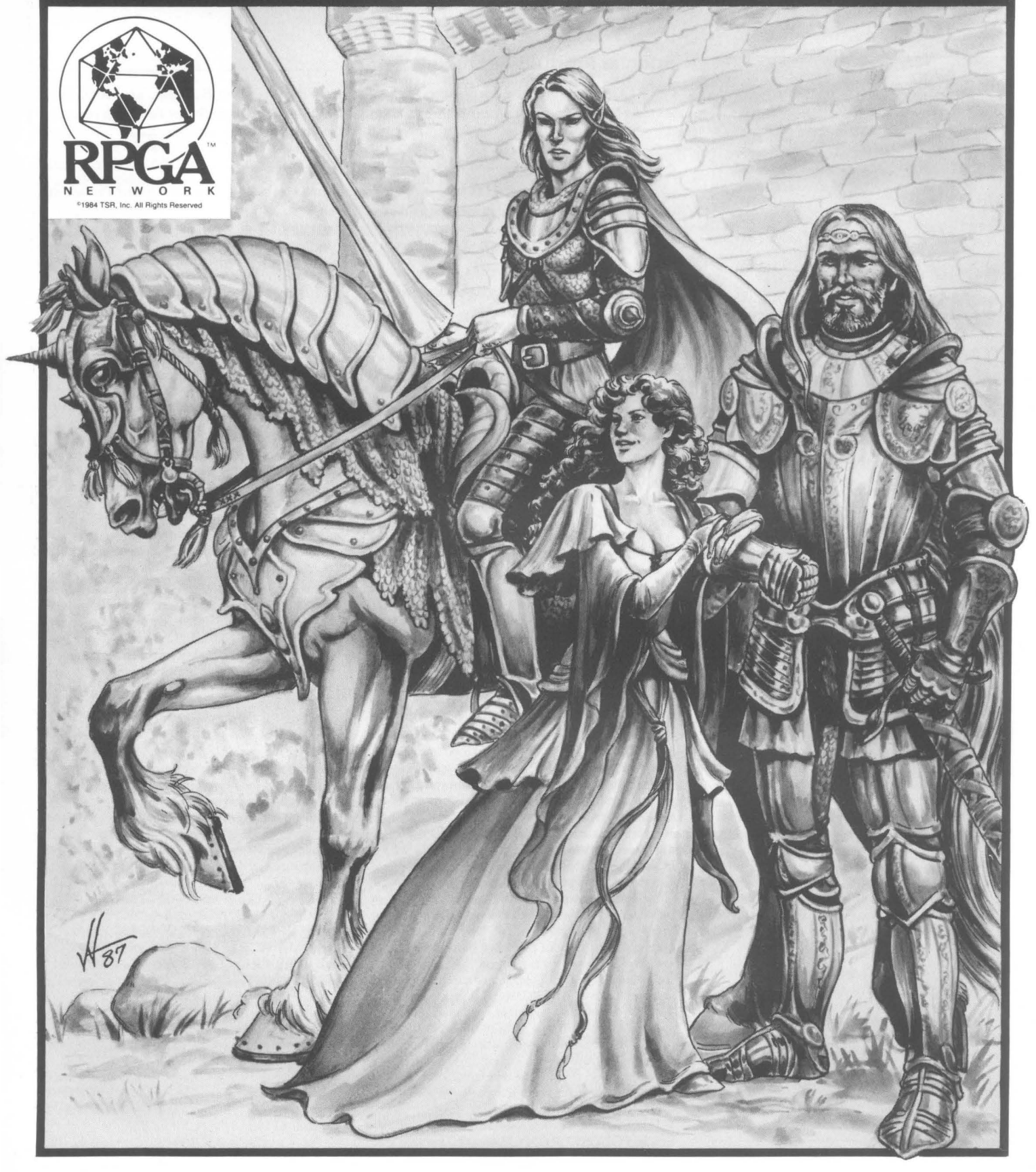
POLYHEDRON™

Newszine Issue 33



RPGA™ NETWORK

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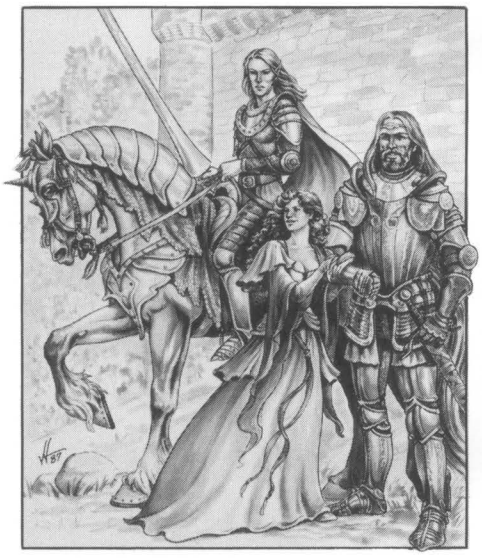
Contents



About the Cover

The Brenalette Family is portrayed on the cover of this issue. Artwork by Valerie Valusek.

Special Module Feature

9 The Sword & the Anti-Hero — *by Robert J Blake, Anita B Frank, and Rex Zinn. High adventure and intrigue in Mythical Finland. How will you fare as a pawn of the gods?*

Features

25 The New Rogues Gallery — *by Andrew Ernstein. The Brenalette Family and Friends can add a bit of spice to any campaign.*

29 Let's Clean Up Our Act — *by Tim Tollefson. Some advice on how to get more enjoyment out of role-playing while depriving role-playing's detractors of their ammunition.*

30 Expanding the Power of the Cube — *by Daniel Bowers. Want to do some serious gaming, but don't have the right dice? No sweat, here's how you can get any random number you need with just a D6.*

Departments

2 Classifieds

5 Notes From HQ — *by Harold Johnson*

6 Letters to the Editor

7 The Critical Hit — *by Errol Farstad. Our reviewer takes a long look at character record sheets*

8 Arcane Academe — *by Jeff Martin. Some advice on how to avoid the death of a campaign*

31 RPGA Network Tournament Winners List

32 Convention Announcements.

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Notes From HQ

Magic Trick

Here today, gone tomorrow! Well folks, this looks like it will be the last Notes from HQ I will be doing! Not that this is bad, but I really enjoyed the opportunity to write this column.

The great news is that RPGA™ Headquarters has managed to hire a new RPGA™ Coordinator in a record time of three months. She will be taking over these responsibilities, starting with the next issue.

Your new Coordinator is Jean Rabe, from Evansville, Indiana. Jean has experience with running conventions as well as gaming clubs and is a professional reporter. Jean also was one of our mysterious Regional Directors (more on these later) and had been helping us coordinate our tournaments in the Southern Midwest for several months. She'll have to tell you anything else she wants you to know about her in future columns.

Welcome Jean!

We want to thank the members for their patience with Headquarters and their support during this period of chaos.

Dear, Dear, It was the best butter, you know.

That was from a famous white rabbit who was trying to explain why his watch was still running late.

Well, we aren't back on schedule yet, but we are moving closer. Issues #34 and #35 are almost ready for typesetting as of this writing, and only a couple pages need to be completed. Issue #36 is being started.

This issue we owe special thanks to Skip Williams as guest editor, especially for being tolerant of our piecemeal turnover of articles.

This issue is also the start of a series of adventures adapted from the GEN CON® 19 AD&D® Game Open Tournament. The finale will appear in Issue #36. We hope you enjoy it.

All the News Worth Printing

It's not easy to come up with these titles. There is a lot of information we would like to share, but it is in no particular order. If there is some topic that you would like to see addressed in future issues, please send us a letter. Thanks.

Member Rankings Update

We are working hard to institute our new experience ranking system and to load the winners data onto the computer so Headquarters can provide members with updated rankings.

The new scoring system is being implemented, and the new sheets are undergoing testing at RPGA™ Network supported tournaments. The new ranking system is programmed into our wonderful computer and data is being imput at a hectic pace in order to test the system.

We want to thank Nancy Krakofsky in Computer for all the hard work she has done in getting the system up and running and also for designing an input and reporting system that is incredibly easy to use.

Once we have debugged our program, based on sample runs, we will feature an article in POLYHEDRON™ Newszine pages explaining the new point system and how it works. We are really excited about this.

GAMER'S CHOICE Awards

Next issue we are publishing a copy of the GAMER'S CHOICE Awards ballot. This is an RPGA™ Network sponsored award. It is a chance for the consumer to tell game manufacturers what he or she considers the best products for 1986-1987.

It is RPGA™ Headquarters' desire to make these awards a treasured accolade. However in past years the response has been less than 2% of the membership, including non-RPGA™ Network member votes. Typical surveys garner a less than 5% response, which means only a few are deciding for the majority.

Because of this, Headquarters is issuing a challenge to the membership. We want to receive more than a 20% response. These awards will have so much more value if a majority of our members will actually take the time to respond. This is your club and your awards, but they mean nothing without your participation.

Volunteers Sought

We are looking for some help with handling the judging duties at ORIGINS '87 in Baltimore during the 4th of July weekend, and at GEN CON® 20 Game Fair in Milwaukee August 20th through the 23rd. If you are planning to attend either gaming convention and can offer your services, please send a postcard to:

RPGA™ Tournaments
P.O.Box 509
Lake Geneva, WI 53147

This year we are sponsoring more than a dozen tournaments at ORIGINS '87 and more than two dozen events at the GEN CON® 20 Game Fair. Let us know what game systems you are capable of refereeing. And thanks for your help.

We would like to hear from more of you with questions for Dispel Confusion or Letters to Headquarters. Just address your letter, to one of the above categories, care of RPGA™ Headquarters.

Living City Developments

The Living City continues to move forward. Next issue we will present submission standards for the various categories. Also next issue we will present a new feature called, *ON THE ROAD TO THE LIVING CITY.* This will give encounters, personalities and news about our progress as we approach the Living City release. Watch this feature for further developments.

Club Charters

Progress has been made on revamping our club charter program. It is our goal to make club charters more valuable to members. We are seeking to create a package for chartered clubs and a program of activities and support to help your club grow and remain healthy.

In these days when it is becoming harder to locate fellow gamers, we recognize that clubs provide the avenue for fresh adversaries and adventurers on a regular basis. To this end, we recommend to all our members the creation of and participation in gaming clubs. We envision that once the new club program is initiated we will turn our attention to club competition tournaments.

Regional Directors

In order to better service our members and the requests for tournament support by many gaming conventions, we have established regional directors from within the membership. These regional directors are consulted in regards to policy change, ideas for new programs and communication flow. They also help coordinate local tournaments for conventions which have asked for RPGA™ Network support.

We are currently developing the regional director program and look forward to sharing specifics with you in future issues.

LETTERS

Same Soapbox, New Speaker

I feel compelled to write this letter in response to Issue #31 of the Polyhedron™ Newszine and the letters to the editor therein. I'm compelled first as a member, second as a regular contibutor.

Before we go any further, I'd like to point out to all that I'm not an employee of TSR, Inc. I'm a member of the RPGA™ Network who cares about this organization.

I say, "Hurray for Penny!" for the marvelous job she did with her responses to the two letters from David Miller and Michael Przytarski. Both had legitimate complaints to which she gave legitimate responses.

I must, however, respond further to David's letter myself: all the years that I've been a member of the Network, I've never felt more a part of the organization that I do now, despite the delays in delivery of the Newszine. Why? Because Penny cares! Penny wanted the best possible quality 'zine. Its quality falls short only when compared to the likes of DRAGON® Magazine, and it only falls short by a small margin. Because of this quality, I'm willing to wait a little while, I know it will get to my mailbox sooner or later.

Penny has done more for the Network than some of her predecessors, with the exception of Frank Mentzer, the original coordinator. She has made the Network a members' organization once again. An organization that you, the member, can contribute to in one form or another.

I'm willing to do what little I can to help the Network because I see a great, separate organization arising in the future. This organization will not need the financial backing of TSR, Inc. or any gaming company. It will be a force to be reckoned with, by gaming companies and gamers alike. It will be something to strive for, like the Round Table of King Arthur's time. But to do this, the Network needs help. Most of all, it needs help from its current members.

Unfortunately, not all our members care the way those who contribute to the Network do. I figure 1 in 100 actually contribute (I'm being generous), the other 99 sit on their backsides waiting for someone to lead them. Sad, but true.

David had revealed complaints and sent them to the Network. He is to be commended. He has joined that 1 in 100 that actually contribute to their organization. But he shouldn't stop there. You only get out of this organization what you put into it! This goes for everyone.

You don't know how frustrating it is for me to write **The Critical Hit** every issue and not get a response. I know for a fact that I'm not a perfect writer. I'd like to hear what other members think of game reviews, or what they think of a game they've bought based on my reviews. But the point is: I feel like I belong to a team instead of a number on a purple and white card.

Michael brought up some interesting points as well. As a contributor, I respect his contributions to the Newszine and I find them informative. I hope that he will continue to contribute in the future.

My advice to Michael is: Be Patient! One thing at a time!. The Network is rising out of the mire it was in several years ago when only "name" authors could contribute. Don't stop contributing! We have to prove that non-employees can contribute, so that other members can see our example and say "WOW!" If they can do it, so can I!"

But, this organization cannot rest on one person's shoulders. We must all do our share, even if all we do is write letters to the editor or to the coordinator stating what they like or dislike about the organization and what they want to see more of.

These next words are going to be hard, but they must be said. If you, as members, will not help this organization grow and change, I think you should think twice about renewing your membership when it comes due, and not renew. Quite frankly, I'd rather see a smaller membership that's willing to help the Network grow, than a bunch of numbers on purple that sit on their backsides, doing nothing.

Finally, I wish to publicly express my regret at the loss of Penny Petticord as the Network coordinator. She did a lot for this organization, and I hope our new coordinator will do a fine job in picking up the ball where Penny left it. I think I speak for all of us when I say her presence will be missed.

Thank you all for your time.

Errol Farstad,
Aloha, OR

Thank you, Errol for your effort and your candor. You've made another valuable contribution to the Network.

HQ's commitment to quality first will not diminish, we promise! We also are working to make everything more timely, from new membership fulfillment to getting tournaments out the door faster. In the meantime, we appreciate everyone who is patiently bearing with us.

1 in a 100 is *overly generous when you count the handful of members who contribute to the Newszine, write modules, or coordinate tournaments. It's about on the mark for judges. The important point is that the Network needs them all if it is, to use Penny's words, "to continue to live and grow." While we here at HQ appreciate every membership, active or not (money is what fuels the Network's machinery, after all), your assessment of inactive members is essentially correct. If the membership wants things to happen it must lend HQ a helping hand.*

Your comment about "Name" authors is interesting. We are amazed that you believe it. Actually, there never have been any restrictions on which members could write for the Newszine, but there was a time when only the professionals bothered to. Like every other problem the Network has ever had, it took time to sort itself out and we still have a long way to go. But we are getting there.

What more can we say about Penny's departure? The Network was lucky to have had her at the helm, but all good things come to an end. Your vision of better things to come will *get here if we all pull together.*

(The following excerpts from correspondence between HQ and the Pentacon Committee would be of interest to the entire membership.)

...Enclosed find all of the paperwork for the RPGA™ Network tourney at PentaCon-II. I think that this was a particularly good module, and heard several remarks to that effect during the Con. I did not receive anything from HQ as to what the prizes should be, so I just guessed based on previous RPGA™ Network events. The results sheet is attached. I had hoped to have the modules a week or two earlier than I did (they arrived 3 days before the Con) so that I could mail them to the judges. If there is some way to set it up so that next year we can do that, please let me know what must be done.

I had queries from several people about their memberships and such from the winners at last year's Con. If you could look into that for me and let me know the status of their memberships, etc. I would greatly appreciate it. Also, it would have been nice if there had been some RPGA™ Network membership sheets sent with the modules (I could still use some if you would please send me a couple dozen).

As to next year, we are planning for the same weekend (Nov. 14 & 15) and I would

(LETTERS Continued on page 28)

The Critical Hit

Keep Organized! With Revised Character Record Sheets

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by Errol Farstad

As a side journey from standard game reviews, this installment deals with gaming aids, specifically, character sheets; primarily those created for use with the BASIC D&D® and the AD&D® Games. TSR, Inc. currently produces the bulk of player character (PC) sheets for those two game systems. Other companies in my area have tried, but have gone belly-up in the last few years.

It would not be fair to compare one sheet to another, as they all have their good and bad qualities. Instead, I will tackle each sheet separately, outlining each sheet's good and bad points.

TSR, Inc. has produced three different types of PC record sheets at one time or another; one set for the BASIC D&D® Game, another for the AD&D® Game and a PERMANENT CHARACTER RECORD[1] sheet for the AD&D® Game system. The sheets for the BASIC D&D® and AD&D® Games have undergone radical changes since the original sheets were created (and about time, too!).

★★★

Let's start with the BASIC D&D® Game sheet. First of all, the game itself has changed with the addition of the COMPANION[2], MASTERS[3], and IMMORTALS[4] rules over the last few years. It's only logical that the PC character record change with it. The prices have also changed. What used to be $5.00 is now $7.00.

The BASIC record sheets are still pretty straightforward. However, the product now has a separate set of eight (8) spell planner sheets. One side of the sheet is for magic-users and elves, the reverse side is for clerics and druids. All spell titles are included with range, duration and effect. The last three parts of the spell are abbreviated to save space on paper. Abbreviation definitions are included at the bottom of the spell planner for easy reference on the cleric/druid side. For magic-users and elves, there is a column for those spells in the spell book and a column for those spells memorized, by each spell. For clerics/druids, there is a column for spells prayed for and one for spells available. Handy indeed!

The actual character record (there are 16) is still pretty simple with quite a bit of room for writing. Those of you who remember the old sheets will recall the huge empty blocks for spells, equipment, etc., but with no lines upon which to write. This made it very difficult for those of us with lousy handwriting (like me) to write in a straight line. No more! These new character records have lines upon which to write, and keep things reasonably tidy.

The front of the sheet has room for character stats, saving throws, THACO, hit points, wounds, armor class, wrestling, class/level, experience points, alignment, special abilities, languages, weapon mastery and magic items (Whew!). On the reverse side are areas for equipment, treasure, liege lord, sphere of power, immortal sponsor and more room for spells and/or equipment. The last makes little sense to me as there is already separate sheet for spells and a large block for equipment.

All sheets are perforated for easy tear-out. Don't let the "easy" part fool you. One must take care and fold several times along the perforated line before tearing out a sheet to avoid ripping it.

All in all, this is a good sheet for those who play the D&D ® Game at any level or for those who have low-level AD&D® Game characters and are just starting out in the game. The packet is easy to find with a sturdy purple cover with artwork by Keith Parkinson and stands out pretty well and will protect any unused sheets from damage. The sheets themselves are just as easy to find, with black type on dark orange paper. At last you won't have to worry about losing your favorite character on a messy desk!

★★★

The AD&D® Game PC Record[5] sheet has also undergone a radical change. And at $8.00, it ought to! The packet is enclosed in a green cover with artwork by Keith Parkinson and comes with seperate PC record sheets and spell planners (16 of each), and are perforated for easy tear-out. With the addition of the Oriental Adventures Tome, these sheets have to cover a lot of information. Therefore, these sheets have been made into generic "one-size-fits-all" type of sheet for all character classes. Some of you may recall the old style sheets that were divided into the basic characters classes. The new sheets do a better job, for the most part, recording what's necessary for each character, an improvement over the old sheets.

Let's start again with the spell planners. There are 16 of them. Of this 16, five are strictly for magic-users, four for clerics and illusionists (clerics on one side, illusionists on the reverse), four for druids and shekenja (and sohei) and three strictly for wu jen. This may be a disapproportionate number, and it's possible that TSR, Inc. anticipates that the wu jen won't be as popular as the standard magic-user.

All spell titles that are within the AD&D® Game books are listed for each class with quick reference for casting time, duration, area of effect and saving throws. Damage, if applicable, is not listed. All of it is pretty easy to read, so one doesn't need a magnifying glass (in general). Unlike the BASIC D&D® Game spell planner however, the abbreviations are not explained at the bottom of the sheet. Instead, they are explained on the inside of the back cover. This is understandable. It's difficult to fit 67 abbreviations, into a 1/2" x 11" space. If they were squeezed in somehow, you'd need a microscope, not a magnifying glass!

The beauty of the spell planner are the ballot boxes by each spell to check off as memorized and used. To mark what spells are in your MU's spell books, simply underline the known spells.

Now let's take a look at the actual PC record sheet itself. This sheet is much better than the old one. The sheet itself has been reorganized and subdivided into various sections to avoid confusion and make things easier to find. When it comes to the AD&D® Game, this is important!

Abilities, honor and saving throws make up one section. Movement is a section all by itself. Armor, hit points and wounds is next. The weapon combat section is similar to the old sheet, but allows one to add full "to hit" and "damage" bonuses for the weapon in question as well as THACO and number of attacks for each weapon. Unarmed combat for martial artists has its own section with style, attack form, armor class adjustment, number of attacks, to hit and damage adjustment, THACO and damage/effect. I do not understand the "Special Maneuvers" column, as the attack forms are the special maneuvers. (EDITOR'S NOTE: Special maneuvers are not the same as the attack forms, they are extra tricks that the martial artist can learn.)

Magic items, proficiencies/skills (non combat) and special abilities (clerics vs undead, thieves' abilities, etc.) have columns of their own in a section by themselves.

On the reverse side is a section for physical description and personal history of one's character plus a section for gear, including ballot boxes to mark off supplies. Also within that section is the all-important areas for treasure and experience points. Finally, one can keep track of family, henchmen, animal companions and noteworthy events in three small sections.

The character records are printed with black ink on white paper with various brown colored backgrounds to separate each section. The paper is pretty sturdy and so far seems able to withstand the multiple erasures that plagued former PC record sheets when one had to change levels or experience point totals. This usually caused a hole to appear where the erasing was done.

The real beauty of these sheets is the amount of room on the back of the sheet to write. Veteran gamers will recall the small amount of space between lines on the old sheets, making it difficult for those who have large or bad handwriting. While the amount of space isn't huge, it's still better than it was.

PROBLEMS

However, there are a couple of things missing that I think should have stayed.
1. Weapon Speed Factor. Many gamers and DMs I know use it. I use it as a DM and as a player. An extra column could easily have been added to the Weapon Combat section. The typesetter could have used the abbreviation, "WS" to indicate Weapon Speed.
2. Gone also is the encumbrance and total weight carried areas. I don't know about other DMs, but I use this to make sure that there aren't any halflings with puny strengths carrying a ton (20,000 gp) of goodies.

But, what has been added does make up a little for what has been removed (especially with the addition of the THACO columns!) and the sheet itself is much easier to understand. They are very much worth the money.

★★★

Though no longer available, the PERMANENT CHARACTER RECORD sheet was the most complete sheet offered of the three. It allowed all of the information provided by the AD&D® Game PC sheets for all classes on ONE SHEET and still has room for everything else.

There are a couple of problems with this, however:
1. It was designed strictly for use with one character to keep track of his/her adventures throughout his/her career. Though it can be torn apart for several characters, it detracts from its organization.
2. Also, to my knowledge, it's currently not available as a regular item (at least not out here, and I will make most sincere apologies if I'm wrong), though some hobby stores MIGHT have one or two copies left. I highly recommend it to you, and urge you to purchase it. These are as rare and valuable as mithril pieces.

Should anyone, in the course of their excursions to the hobby stores in their neighborhood, encounter any other PC character record sheets adapted for AD&D® Game, please feel free to send me either the company name and address that produces this sheet, or a copy of the sheet (but I still need the name and address of the company), the cost and how many are included in a packet and I'll be happy to review it!.

See you next ish!

RATINGS

BASIC D&D Character Record[6] sheets	★★★(7)
AD&D Character Records sheets	★★★1/2 (8.5)
Permanent Character Record sheets	★★★(9)

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GAME ADVICE

ARCANE ACADEME

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by Jeff Martin

This issue's column will address a more serious side of the gaming experience. Almost everyone will experience it at one time or another. In fact, it happens too many times. It often sneaks up on you. You cannot see it coming until it is too late. When it hits, the people involved don't know how to react. Many are left with a feeling of bewilderment and sadness. Something which gave them a lot of plesure is gone. I speak, of course, of the death of a campaign.

For whatever reason, the players or the GM decided that the campaign should stop. They cease to pool their creative energies, and they no longer reap the many benefits a healthy campaign provides.

It rests on the GM's shoulders to ensure the survival of his campaign. He, among all the participants in a campaign has the most influence and power. I have listed a number of things that a GM can do, in order to help prevent a campaign from going to its eternal rest. These are mistakes that I have made or that I have observed in other campaigns, and the remedies that I have found to be most effective.

1. Keep the game a partnership, not a competition. The GM and the players have a curious and symbiotic relationship. They need each other in order to take part in a campaign.

It is granted that a natural competition does arise. GMs set challenges and tests for their players. However, this atmosphere of competition can turn into something quite undesirable. The GM can be seen as the adversary by the players, and eventually he becomes the enemy, instead of the friend he should be. When players make statements such as, "You hit me last round for 11 points of damage", instead of "The troll hit me last round for 11 points of damage," it is time to review the status of your campaign.

GMs should be more than just accountants, they should serve as focuses for all the creative energies in the campaign. Good GMs take care to develop situations in which the players will enjoy themselves through their characters, and help players with the growth and development of their characters as the campaign grows and develops.

2. Match your game style with that of your players. A mismatched GM and players can kill a campaign before it even gets going. A GM should think about the manner in which he will run his game. If your players are predominantly hack-n-slashers, then it is important to design your campaign and dungeons with this in mind. Before you start a campaign (and periodically thereafter), you should talk with your players in depth. Try to determine the type of campaign in which they wish to play. Whether they are hack-n-slashers, monty-haulers, role-players, or wargamers, the survival of your campaign depends on giving them what they want. If that means that you must develop a different style of judging, then so be it. The alternative (if the luxury is there) is to get another group. However, I recommend sticking it out. As the game progresses, you can then introduce other facets of gaming. You may change a few views, perhaps even your own.

3. Eliminate campaign stressors. A GM should be careful not to see his players as adversaries or even playthings. Do not try to take on the persona of being God in your campaign. Be an arbiter and a storyteller. If you make half-hearted jokes about how you are going to "kill off a few characters, tonight," you will inflict stress on your campaign. Instead, wish your players the best of luck, and tell them you hope they do well.

A common cause for stress is a poorly paced rate of advancement. Too fast and the players lose all sense of challenge or achievement, and the GM must often sacrifice creativity just to keep ahead. If the rate is too slow, however, the players will get frustrated from their apparent lack of success, and the GM will find it harder and harder to generate any enthusiasm.

4. Be fair to everyone. A GM should never play favorites. I am not speaking of making a certain character more powerful or wealthier. I am referring to devoting too much time and attention to a player. In one of my oldest campaigns, I did just that.

The player in question was always calm and nice. He never questioned a ruling, nor did he ever seek any favors from the GM. He was a model player who knew the problems and frustrations of being a GM. He was nice to have around. Consequently, I began to "reward" him. His character had a rich and interesting life outside of adventuring, while the others suffered from a lack of attention. I found out much later that this practice hurt my campaign. Make sure you spend equal time with each player.

Next time: I will discuss some ideas for adventure locales, and list some sources where you can find your own.

THE SWORD & THE ANTI-HERO

Part one of the Maiden of Pain Series

by Robert J Blake, Anita B Frank, and Rex A Zinn

Development: "Skip" Williams

An AD&D® Adventure for 6-10 Characters Levels 8-10

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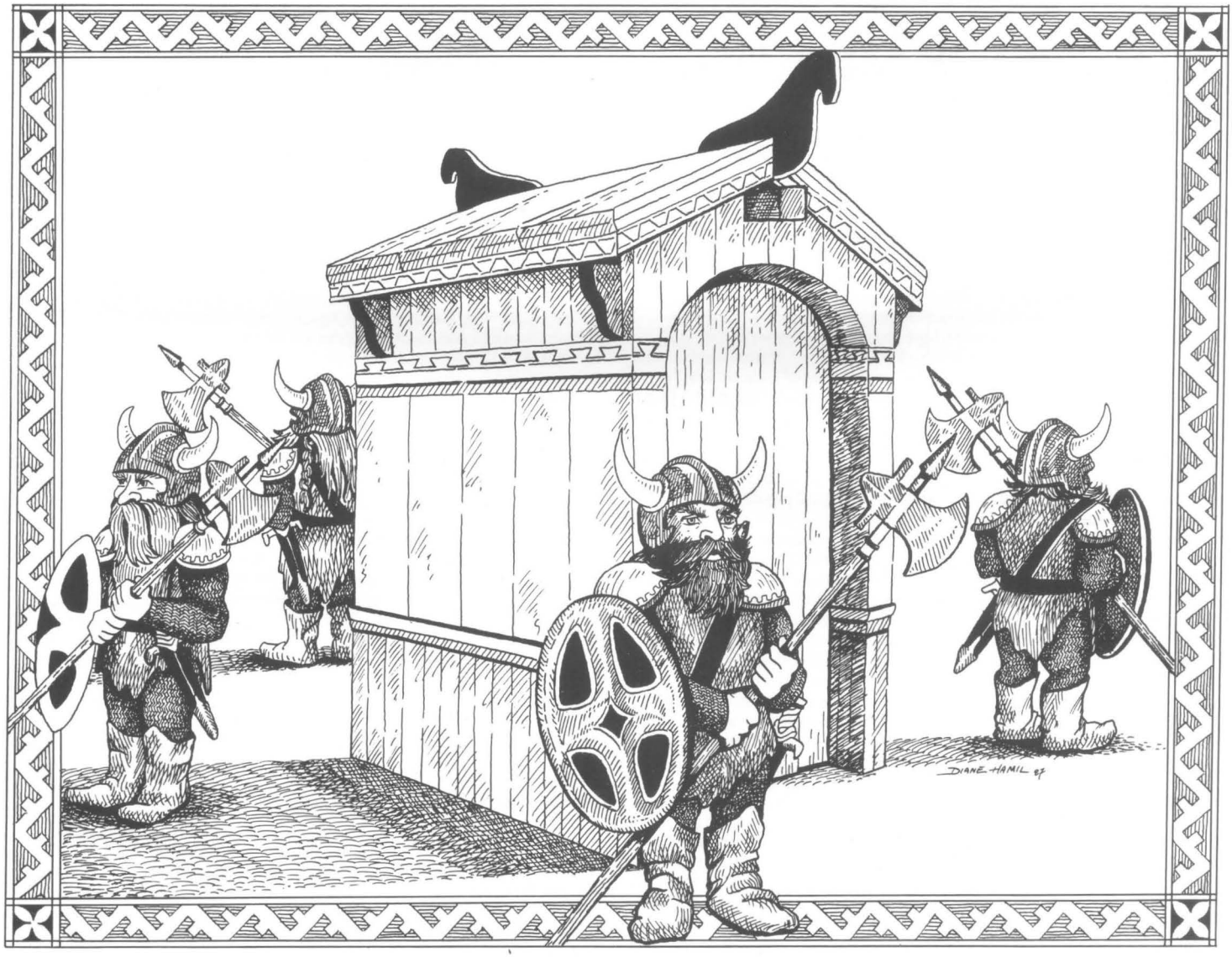


Prologue: Ukko's Messenger

Until recently, your party of ten was a band of thirteen. The missing members are Bierk, Eino's brother cleric, and two dwarven thieves, acquaintances of Eliel.

Your adventure began one dark night in Kittala when Bierk disappeared. You all knew that he had discovered some unnamed Pohjolan subterfuge. You assumed that he had been kidnapped to prevent him from exposing the plot.

Your assumption proved to be correct, and you soon picked-up Bierk's trail. He had discovered a group of clerics of the evil goddess Loviatar, Maiden of Pain. This particular religion demanded covert worship, for adulation of Pohjolan deities is forbidden in Kittala.

When you dug a little deeper you discovered that the evil clerics were using a shrine thought to be dedicated to Ukko. There, you decided, you would find your missing comrade. The two thieves immediately volunteered to scout the place out. The thought of an opportunity to separate evil clergy from their cash appealed to them. You let the thieves go, telling them to keep their eyes and ears open and their hands to themselves.

The thieves apparently did not heed your instructions, however, for soon after they entered the shrine the whole building was wracked by a mysterious explosion!

After the smoke had cleared somewhat, you entered the shrine. The first thing you saw was Bierk's charred and mutilated body stretched across the altar. The bodies of the two thieves were reduced to mere cinder tracings on the floor, but they appeared to have been examining and old tome that still lay open in a niche above the altar, its ancient pages curiously undamaged by the blast.

As you approached the altar, an almost physical presence of evil assaulted you, it seemed to be centered on the book. As you watched, a dusky cloud rose from the tome. Within the cloud a vision appeared. The view was as if through ice. A cleric, features obscured by shadow, stood above a recumbent corpse. The body's heart had been pierced with several shards of ice, and as the cleric drove yet another home, the figure, a cruel- visaged male warrior, arose from his bier. He took up a great, two-handed sword and struck a shadowy fighter, slaying him with one blow. His adversary's sword fell, malevolently glowing green and black. The risen anti-hero took up the sword and strode confidently into battle against the armies of Kalevala, each blow of the black sword slaying tens of men.

Then a near blinding light filled the shrine, dimming to a brilliant glow to reveal a winged, warrior maiden, who regarded you with a gaze that at once conveyed great sadness, desperation, and hope. "I am Uriel, she slowly intoned, "Air-Maiden and warrior of Ukko. This tome is an artifact known as the *Book of Fate*. It is a magical construct made by the wizard-goddess Louhi, crafted when the world was young, before our ancient heroes Lemminkainen and Vainamoinen walked the earth. Once opened, it sets in motion a series of events, happenings that will enable Pohjola to sweep aside the goodness of Kalevala in favor of black chaos. That such a thing should even exist was hotly contested by the goodly gods, as they wished no threat to their position of power."

"But the artifact could not function until certain conditions in the Outer Planes were in accord with those on Earth, and the Book had to be placed such that mortal hands could open it. Such were the dictates of the Council of Nine, neutral arbiters of godly disputes and seekers of cosmic balance. All the gods of Good strove to prevent the Book from ever reaching this plane, but the effort failed. And perhaps it is well that it did, for Fate and Doom must also have their say in the way of things."

"Upon opening the *Book of Fate*, your comrades set into motion the chain of events contained within. As their companions, you are now divinely charged with preventing this first terror from becoming reality.

"Take not the scenes you see in the Book lightly, nor as truth. As Louhi is both wizard and illusionist, bear in mind her visions are meldings of truth, deception, and evil wishful thinking. Part of your task, then, is to seek whatever truth there may be, to use it to your advantage and prevent the result depicted from ever happening. As you triumph, so shall Kalevala become stronger; as you fail, so shall Kalevala come closer to bending her neck for the cold kiss of Pohjolan steel.

Gesturing towards the vision, the maiden continued. "The warrior depicted is Urho, Loviatar's champion, slain 1500 years past by Lemminkainen. Lemminkainen buried Urho's remains within the Frozen Peaks, and gave Urho's evil sword, *Mordvin*, into the safekeeping of the dwarves of Girda. It is foretold that if Urho and *Mordvin* are reunited, they will rend the armor of Kalevala, smoothing the path for all the evils of Pohjola to follow. But consider that *Mordvin* may be Urho's bane. Or yours. Journey, therefore, to Girda, recover *Mordvin*, and proceed to the Frozen Peaks to slay Urho for all time."

Uriel picked up the *Book of Fate*, then faded slowly to nothingness. Where she stood lay an amulet in the form of an eagle clutching a sword. The bird was of wrought gold and the sword ruby. As you studied the amulet Uriel's voice returned, a faint whisper, barely audible: "Eino, Vaino, forget not your faith, remember it when doubt arises, in yourselves or in others."

You took up the amulet and the remains of your friends and returned to the capital. There you conferred with Kalevala's political and clerical leaders. You concluded that Uriel's appearance was genuine, and that the divine charge she laid on you could not be ignored, nor could it be fulfilled by others. Leaving your friends' bodies in the care of the clerics at Eino's church you set out for Girda, depressed by your losses and by the grave responsibility you now bear, but nevertheless excited by the prospect of a great adventure. You were unable to learn the exact location of Uhro's tomb. But the sages in the capital were able to give you a general idea. They observed that Lemminkainen must have buried Urho not far from Girda, and suggested a certain blind pass above Girda as the most likely spot for the tomb.

Notes for the DM

Uriel told the party the literal truth. They have become pawns in the great game of the gods. The events that led to this adventure are not important to running this module. Be sure you are familiar with the Players' Background and Prologue before trying to run this adventure as these sections provide important information for the DM as well as the players.

The characters first travel to Girda to recover *Mordvin*. This should be done through negotiation, but the module allows for more straight-forward methods. As they continue to the Frozen Peaks, they will confront a group of duergar who want the sword. Next they meet Doloria, a cleric who claims to be a part of their quest, but she is a foe who leads them into a deadly trap. An avalanche uncovers the entrance to an ice maze, which is the route to Urho's tomb proper and a final confrontation with Doloria and a few of her friends (including, possibly, Urho himself).

The amulet that Uriel left is magical, and radiates a dweomer. The amulet's sword portion will be useful in recovering *Mordvin* (see encounter #1), the amulet cannot be identified, and will exhibit no other properties during this adventure.

Special Note on Duergar Abilities: The duergar in this module all have the psionic discipline of *invisibility*, this ability is to be handled in a fashion different from the discipline's description in the Players Handbook Tome. The SA section of the duergar's monster descriptions includes an *invisibility factor* (IF). If the IF is equal to or greater than an opponent's level, the opponent cannot see the duergar when it is using the discipline and all of that opponent's attacks against that duergar are made at −4. If the opponent's level is higher than the IA, subtract the IA from the level and multiply the remainder by ten — this is the percentage chance that the opponent has to see the duergar. Thus an 8th level character has only a 20% chance to see a duergar with an IA of six ($8 - 6 = 2 \times 10 = 20$). Each use of the discipline lasts one turn, and may be used once per turn at most. A character has one chance to see a duergar per use of the discipline. Note that when an encounter begins you must determine which characters can see which duergar. The *invisibility* discipline otherwise functions exactly as described on page 113 of the PHB. Each duergar also has the *expansion* discipline, the height increases and damage bonuses bestowed by this discipline are given in the monster descriptions.

Encounter #1: Intrigue in Girda

This encounter is quite lengthy, but provides the players with background so they may perform their mission here without bloodshed, and the DM with the necessary NPC speeches to convey the information. **Entering Girda**, **The Baths**, and **The Feast** set up the situation, while **Night Moves** and **The Shrine** deal with possible party actions.

Girda is home to a clan of dwarves that has been guarding *Mord-*

vin for the 1500 years since Urho's death. Karl Ironsoul, clan chief, is reluctant to end the guardianship, feeling that it is his sacred duty to maintain his vigil over the sword as his clan has for generations. A clique of younger dwarves led by a dwarf called Stoneson feels that there is no reason to make such a fuss over an old sword, and are burning for new leadership. The characters' mission brings this conflict to a head.

ENTERING GIRDA

Though the exact location of Urho's tomb is not known, the Frozen Peaks are easy enough to find. And Girda is right on the way. The journey from Kittala to the dwarven stronghold, tiresome and uneventful, has brought you to the gates of the highly fortified village. High stone walls surround the village, which is itself set into the base of a mountain.

The gates stand wide open, and it is evident some festival is in progress. The gate guards, though armed, wear crowns of woven evergreens and ribbons. They lean nonchalantly on the gateposts, hoisting drinking horns while bemusedly watching the antics of twelve adult dwarves playing leapfrog in the courtyard.

Seeing your approach, the senior guard tears himself away from the impromptu entertainment and, swaying slightly, turns to greet you. "Hail, travelers, and welcome! What be your business with the dwarves of Girda?"

The guard is not overly concerned with what the party says; entering Girda is to be no problem for the characters. Any reasonable statement of business or simply a polite request for entry will suffice to get the party into Girda. If a PC says anything threatening or suspicious all the guards immediately become alert, they will send the PCs away unless they quickly offer an apology (anything reasonable will do, but make the players come up with something). If asked what has prompted the festive aire, the senior guard will say "'Tis the birthday of our king, Karl Ironsoul. Two hundred years today has he lived on this earth, and for this we celebrate!" The characters are now escorted to the guest quarters within the mountain.

If the characters ask for an audience with the king, their request will be waved aside. This is a day for merriment, not business.

The genial guard assigns one of his subordinates to escort you to guest chambers within the village. Your escort is leading you toward a pair of doors set into the mountain, the village proper apparently lies beyond them. The courtyard is abuzz with preparations for a great feast to be held this evening. Butchers are at work, dressing the many mountain deer brought in by dwarven hunters, while womenfolk busily churn fresh milk from the herd of domesticated goats. Huge cauldrons bubble merrily over fires, filling the air with tantalizing aromas.

At one end of the courtyard is a small (4 feet square, 10 feet high) shrine, flanked at the cardinal points by four dwarves clad in black mail. They are not bedecked in celebration as the other dwarves, their impassive gazes taking no notice of the preparations around them.

If the characters ask about the shrine, their escort swells with pride and says, "That was built by Lemminkainen himself, to house a great block of ice in which is frozen *Mordvin*, the evil sword that once belonged to a human devil named Urho. The dwarves were charged to guard the blade, that no one should raise it again in battle, and for 1500 years have we faithfully discharged our duty."

The quarters provided you are sparsely furnished but quite comfortable. Each room has a fireplace for warmth, plus a real bed piled high with soft furs.

Your escort is about to leave when he says, "If you wish, Girda boasts hot springs where a weary traveler may find rest and refreshment. You are welcome to wash away the grime and aches of your travels there if you wish. And please join this evening's feast! We will send someone when it is time."

If the characters choose to remain in their quarters, proceed to **THE FEAST**; if they wish to avail themselves of the hot springs, go to **THE BATHS**. If the PCs choose to explore Girda they will discover nothing of value. The village is filled with dwarves either busy celebrating or preparing for more celebrations. Everywhere the PCs go they will be greeted with hearty handshakes, offers of food and drink, or they will be ignored. No one they meet will be willing to discuss any "weighty" matter, this includes the political climate in Girda and anything else that is useful to the PCs.

THE BATHS

A smoothed stone corridor winds through the mountain, eventually emptying into a large cavern. The air is filled with a warm mist from the natural hot springs that the dwarves have channelled into a beautifully decorated pool. As is the custom, another pool, this one filled with tepid water, lies adjacent to the hot.

Ten dwarves have finished bathing, and are now lounging in the pleasantly lukewarm waters of the second pool. An old and a young dwarf are engaged in an animated conversation...well, argument.

"Just like you youngsters," says the graybeard, "to get overexcited about something like this. Prudence should be your watchword, Renin, not to mention sense of duty!"

"Duty! Do you play me for a fool, Karka? A charge laid on us five generations ago by a warrior not even of our own race holds no duty for dwarves. Further, we don't even know that *Mordvin* is really in that frosted block of ice. And even if it is, it's probably rusted to dust by now from the moisture. Why should we waste one jot of our resources to guard and maintain something we did not ask for and which probably doesn't even exist?"

The graybeard, Karka, visibly flushes at this tirade. The other dwarves quickly glance toward you, then at Karka. The younger dwarf's lack of manners in the presence of strangers has obviously embarrassed them. There is a moment of tense silence before the older dwarf takes control of himself, then growls a reply.

"It is a point of honor, Renin. Know you of honor? Know you the meaning of duty? Of the importance of faithfully discharging that duty, regardless of the task? Or are you as uncaring of our good reputation as Stoneson and the rest of your lot?"

Renin and Karka are intent on their argument and will ignore the PCs' presence unless actually spoken to. If a character asks one of the other dwarves about the argument they will explain that Renin and Karka are simply arguing politics. If the PCs try to get any more information the most they will get is an overview of Girda's current politics: "Our good king Karl Ironsoul is an honorable dwarf who takes our charge to guard the devil Urho's sword as an important and sacred duty. Ironsoul has his detractors, however, and their leader, Stoneson, has made the sword a bone of contention. This is purely a local matter, do not be concerned about it." Details will be witheld from the PCs because they are outsiders. If the PCs try to break into the argument Renin and Karka fall silent, apologize for their outbrusts, and leave, followed by the other eight dwarves. If not, the argument continues.

A hot retort fairly bubbles from Renin's sputtering lips. "If the dwarves of Girda have gained any reputation outside these walls, Karka, it is one of stupidity! How easily gulled we are, at least you elders. Now if Stoneson were chief...."

"Bah!" shouts Karka, cutting Renin short. "Maybe THIS will cool that hot, treasonous blood of yours!" whereupon he grabs Renin by the shoulders and dunks him under the water. The watching dwarves chuckle, their tension easing. Sputtering furiously, the young dwarf comes up for air, only to be dunked again. The chuckles grow into howls of laughter. Now it is the two embattled dwarves' turn to be embarrassed. Karka wraps his towel and dignity about himself and leaves the chamber, followed by a sullen Renin and eight grinning dwarves.

The characters are now left alone in the bathing chamber. Nothing else can be gained here. None of the dwarves will speak to the PCs as they are leaving the chamber. If questioned they break away as quietly and politely as possible. If the PCs seek out any of the dwarves later, all except Renin will successfully avoid them. Renin will take the PCs to see Stoneson. If this happens, go to **NIGHT MOVES**

THE FEAST

ANY request for an audience now will again be denied. If the characters went to the baths they will recognize Renin sitting among the

group of eleven sullen dwarves, if they have met Stoneson they will also spot him in that group. The party is free to decline the invitation to the feast, if they do so, proceed to **NIGHT MOVES** if they seek out Stoneson, or **NEGOTIATIONS.**

Shortly after sunset a beribboned dwarf comes to the guest quarters to escort you to the great hall. The place is jammed with dwarves, all gaily dressed and in high spirits. You are seated at the foot of the king's table, apparently you are being honored for having the wit to visit Girda on the king's birthday.

Karl Ironsoul sits in his throne at the center of the long table, flanked by his wife and several advisors. His personal guard is arrayed behind him, at the ends of the table, and directly across the table from the king.

The dwarves of Girda seem prosperous. A savory soup, roast venison, loaves of fresh bread, and ample butts of beer and mead provide a simple but satisfying repast. Looking around at the other guests, you can't help but notice a group of eleven dwarves sitting at a table to your right. Their long faces and sullen expressions seem odd amid all the gaiety, and it is obvious they are drinking more than their share of mead.

After the tables are cleared, a dwarf, more ancient-looking than the king and carrying a harp, steps forward. Karl smiles and relaxes into the throne's cushions and the throng quiets as the singer bows towards the king, then plucks a simple melody from the harp.

He sings first of Karl Ironsoul, in honor of the king's birthday, of how a mighty young dwarf aged but 50 years did battle with the ice dwarves of Pohjola in the mountain passes above Girda. The battle raged for days, and, though the enemy could oft times not be seen and at other times seemed larger than life, brave Karl and his small army cut them to ribbons and drove them back to their dark lairs. The dwarves have a mighty hero in Karl Ironsoul.

And he sings of the founding of Girda, and of the coming of Lemminkainen in the dead of winter, bleeding from a hundred wounds and bearing a great sword of blackened steel, never flinching nor slackening his grip though smoke rolled from his burning fist, such was the evil of the weapon when grasped by the good of Lemminkainen. And he saw a great block of ice in the courtyard and plunged the evil blade into it, the black metal hissing its way deeper and deeper into the ice until even its pommel was consumed. 'Here let *Mordvin* remain imprisoned,' he charged the dwarves, 'that no man...'

The bard's song is shattered as a hurled winecup knocks the harp from his hands, its sweet music reduced to discordant twangs as it bounces across the stone floor.

"That no MAN may touch the blade again," a mocking voice finishes the verse. All eyes turn to look at a young dwarf, obviously well in his cups, standing atop a table with his thumbs hooked in his belt and his chin jutting belligerently towards the king. Murmurs of a name, "Stoneson," whisper through the hall. "What do we care for the affairs of MEN, Karl Ironsoul? Why waste our time, our resources on guarding something that MEN so fear?"

The king soberly regards the attacker while his guards draw their weapons and step towards Stoneson. Karl gestures them to stop. "No, let him have his say. I would have this said and done this evening. Stoneson, would you not agree that we abide on this earth alongside other races, men included? We but do our part in protecting Kalevala, thereby insuring our own peace and prosperity."

"We are the laughingstocks of dwarfdom for our gullibility, foolish Karl. The doom of men should be warded by men. And as luck would have it," Stoneson continues, gesturing towards you, "these strangers have come to take possession of *Mordvin*. Good riddance, I say! Relinquish the guardianship, Karl, or your throne. The young dwarves of Girda will no longer tolerate your old ways and bondage to men!"

Scowling, the king turns his gaze from Stoneson to you. "I apologize for Stoneson's drunken behavior; dwarven hospitality does not include such outbursts, which I'm sure his throbbing head will tell him in the morning. We bear you no ill-will, for you are not the cause of this disagreement, only the catalyst. The younger members of our clan, it appears, have just discovered our ancient responsibility, and it chafes them."

Stoneson knows the characters' mission, even if they have not told him about it, through contacts in Kitalla. If the PCs try to intervene during Stoneson's outburst, Karl will order them to stop, just as he restrained his guard. After Stoneson has his say proceed with **Negotiations**.

NEGOTIATIONS

If the characters are still at the feast and wish to postpone the audience until the morning, Karl will agree to this. If the party skipped the feast, Karl will send for them in the moring, Stoneson's outburst at the feast and Karl's own contacts in Girda will have informed him of the party's mission.

The king studies each of you in turn, appraising you. "So. Your mission to Girda is to possess *Mordvin*? Then provide some proof, some reason that we should meekly hand over that which we have so long held and abandon the charge given us by your greatest hero."

Karl will be offended if the characters assume a discourteous or demanding demeanor, or offer a simple bribe. If thus offended or otherwise insulted, Karl will refuse to talk further or negotiate, he dismisses the PCs and the audience ends. If negotiations break down proceed to **NIGHT MOVES**.

The king will express some interest if the players mention Uriel, for he once saw her. He will not accept the amulet as proof, dismissing it as a pretty bauble that could be manufactured by any clever goldsmith.

If the PCs argue that relinquishing *Mordvin* now could bring peace to Girda, Karl and his advisors will consider this at length, then agree to do so only if the sword would be returned. Proceed to **THE SHRINE**.

The ultimate impression is a divine indication that the dwarves' guardianship is ended. If the PCs suggest praying for such a sign, Karl, his advisors, and the characters adjourn to the courtyard (proceed to **THE SHRINE**).

NIGHT MOVES

The characters may choose to steal the sword under cover of darkness (go to **THE SHRINE**), contact the young dwarves (go to **STONESON**), or simply sleep on it (go back to **NEGOTIATIONS**). If the characters have insulted Karl, they can try negotiating again by sending an apology with their request for another audience.

STONESON

The young dwarves will not seek out the characters; they have too much pride to initiate a deal with humans (Stoneson would forbid it in any case). But the party may approach them. The party might choose to do this after the incident at the baths or the feast, the result will be the same in either case. Stoneson will consider helping, however. Like Karl, he will be put off if the party assumes a demanding demeanor, or offers a simple bribe. In this case he will refuse to talk further.

If the characters appeal to the young dwarves' desire to be free of the sword, Stoneson will offer to neutralize the shrine guards, leaving the way clear for the characters to get the sword. If the party accepts this offer, Stoneson tells the party to go to the Shrine between midnight and one o'clock. They are to arrive no sooner than midnight and no later than one o'clock. Stoneson also tells the party that they will not see or speak with him again, he has no wish to be implicated in a theft.

THE SHRINE

The shrine is a roofed wooden box with a door on its eastern side. The ice block nearly fills the interior, with maybe one inch of open space surrounding it. The guards are arrayed one on each side. They will not leave their positions, and will attack any who approach within 10 feet, except dwarves they recognize.

If Karl is with the party, the guards will, of course, stand aside at his order.

If Stoneson is helping the party, things will be normal unless the party follows his instructions and comes to the shrine between midnight and one o'clock. Stoneson has the guards drugged just before midnight (on Karl's birthday this is easy, the guards are offered a toast to Karl, to be drunk before the final hour of his birthday passes) the guards fall unconscious before they realize what is hap-

pening, and remain that way until one o'clock.

The party may melee the guards, but if the fight lasts for ten rounds or more Karl and his guard will reinforce the shrine guard. Karl will try to arrest the party for theft. If he succeeds, the characters are imprisoned, and will stay there until they can prove that they are entitled to the sword. The only way for them to do this is by praying for a sign, or by demonstrating the effect of the amulet on the block (see below). If the fight with Karl and his guard goes ten rounds or more, Girda's militia turns out.

Getting Mordvin out of the Block

There are four methods that could open the ice block 1. Pray for a sign from Ukko. 2. Use the amulet. 3. Blast it with *fireball* or *lightning bolt*. 4. batter it with weapons.

Praying for a Sign: Any cleric may pray, though the most appropriate choice is Eino since she is a cleric in the service of Ukko. Vaino may also pray, being a paladin devoted to Ukko. If the PCs are in the courtyard when they pray, read the following (they won't see it if they are in jail).

> The appeal is answered by a ray of pure light that splits the darkness and strikes the shrine. The wooden outer structure is blasted to flinders, and the light caresses the ancient ice, much like a large hand. In but a few moments the ice is melted, the light slowly fades, and *Mordvin* lies gleaming in a pool of water.

There will be plenty of witnesses if the party prays in the courtyard. If the party is in jail, the guard will confirm that they were praying to Ukko when the ray struck. In either case, Karl gives the PCs *Mordvin* and sends them on their way.

Using the Amulet: The ruby sword portion of the magical amulet can easily cleave the block of ice in three rounds. If Karl sees the amulet used he takes this as a sign that the party's claim to the sword is legitimate.

Using Spells: A *fireball* or *lightning bolt* will damage the block to such an extent that it can easily be broken apart with weapons in one round. If the party fought the shrine guards, time spent attacking the block counts against the ten rounds it takes for Karl and his guard to arrive on the scene.

Using Brute Force: The ice block has 80 hit points, and an armor class of 10. Blunt weapons do full, and edged weapons half damage to it. The base damage is the maximum possible for the weapon type, adjusted for the wielder's strength. If the sword is not freed in five rounds, Karl and his guard will come out to see what all the banging is about, even if the party did not melee the guards. If the party did melee the guards, time spent attacking the block counts against the ten rounds before Karl and his guard arrive on the scene.

MORDVIN: *Mordvin* is a *long sword of life stealing*. While not intelligent, it has a neutral evil alignment and has four ego points. If a non-evil character touches any portion of the sword he suffers 4 points of damage (see DMG page 167). Non-evil characters can wield the sword, however. If a player states that his character is grabbing the sword and holding on no matter what; the character suffers damage and must save vs spells or drop the sword. Magical and racial bonuses do not apply to this save, but wisdom bonuses do. If the save is successful, the character will suffer additional damage as long as he maintains his grip. The sword also has two singular powers. When Urho wields it, the sword can *disintegrate* good creatures. But when the sword is used against Urho, it can *disintegrate* him, and Urho saves vs the effect at -4. If the sword *disintegrates* Urho, it breaks.

LEAVING GIRDA

Once the characters have *Mordvin* or have given up, they are free to leave. If they negotiated successfully and obtained *Mordvin* with Karl's blessing, the parting will be amicable. If Stoneson helped by knocking the guards unconscious, the characters should be gone before the rest of the dwarves know what has happened. In any event Karl will not pursue the party if they flee Girda, their visit will have stirred things up so much that he will have to stay at home to keep an eye on Stoneson.

THE DWARVES OF GIRDA

Description/ Number	Class/ Level	AC	hp	Wpns	Special
Karl/1	F/9	0	50	L Swd +2, F Pick, F Mace	Str 18/24, L Swd double specialist
Royal Guards:					
Lieutenant/1	F/6	2	33	L Swd, Hammer, Spear	Str 17, L Swd specialist
Lieutenant/1	F/4	2	25	B Swd, F Mace, Spear	Str 16, B Swd specialist
Guards/10	F/3	2	15	B Swd, F Mace, Spear	B Swd specialists
Shrine Guards/4	F/5	0	28	B Axe, Lt. Crossbow	Str 17, B Axe specialists
Stoneson/1	F/7	1	32	Spear +1, S Swd	Str 18/58, Spear double specialist
Renin/1	F3	2	16	B Swd, S Swd	Str 16
Karka/1	F3	2	14	B Swd, F Mace, Spear	None
Gate Guards/ 8	F2	3	9	B Axe, Spear, Lt. Crossbow	None
Militia/50	NA*	4	6	B Axe, Spear, Lt Crossbow	None

*Normal 1 hit die dwarves.

Encounter #2: Ice Dwarves of the Frozen Peaks

This encounter takes place in a narrow defile high in the mountains. Hidden in the rocks on either side of the characters are psionically *invisible* duergar, as noted on the map. Their leader, Grym, and the two ice dwarves with him are visible.

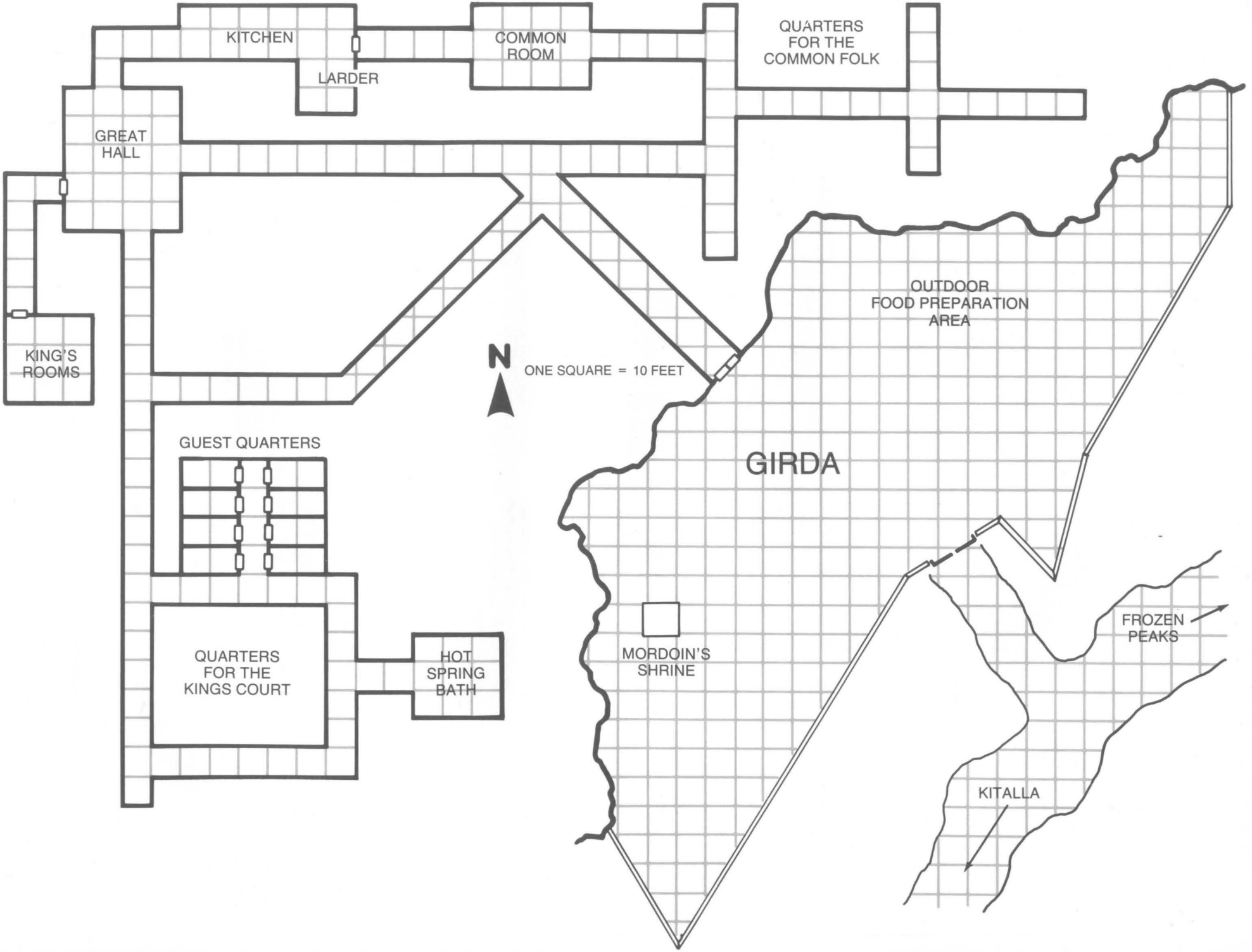
Unbeknownst to any of the dwarves of Girda, one of their number was a spy for the duergar. This dwarf, upon learning of the party's intentions, reported to his masters that they now possess *Mordvin*, whether they actually do. The duergar plan to take the sword and deliver it to Doloria in Encounter #5.

> You have left Girda and are now following a mountain pass that will take you into the Frozen Peaks, and hopefully to Urho's tomb. Until recently, you have been able to look back and see Girda in the valley below, but now the village has been obscured by a cold mist pouring down from the mountain tops. The track descends, diving between two shoulders of granite. As you descend you hear excited dwarven voices from ahead, coming closer.
>
> Three rather thin-looking dwarves stride into view, upon seeing you they stop abruptly about 30 feet away. After confering briefly among themselves, one of the dwarves, making gestures of peace, takes a step forward.

This is Grym. He will attempt to divert the party with the following tale of woe:

> "Hail, travelers. Well met are we, for surely the gods answered my prayers for some aid against the plague that has ravaged our clan. We no longer have the strength to fight, yet here you are, to save us from extinction. Ukko be praised!
>
> "A bear, a gigantic creature with evil yellow eyes and long, pointy teeth, has repeatedly attacked our poor holding. We have tried our best, but can no longer fight him. Will you help us? Our small village is but a short distance up this road, and apparently on your way. We have little to offer, yet what gold we have is yours. Little good it will do us if we're dead!"

Grym plans to go on to threaten the party from here, but a party who is too quick to agree to help will throw him off. If the party breaks into his speech with an offer of help, Grym orders the attack immediately (see below). If the party questions Grym, or simply


KITCHEN
LARDER
COMMON ROOM
QUARTERS FOR THE COMMON FOLK
GREAT HALL
KING'S ROOMS
N
ONE SQUARE = 10 FEET
OUTDOOR FOOD PREPARATION AREA
GUEST QUARTERS
GIRDA
QUARTERS FOR THE KINGS COURT
HOT SPRING BATH
MORDOIN'S SHRINE
FROZEN PEAKS
KITALLA

Eliel

7th Level Dwarf Female Fighter

Ability Scores

STR: 17 *+1 hit/+1 dam, + 50#wt, Drs 1-3, BB-LG 13%*
INT: 10
WIS: 9
DEX: 15 *−1 AC bonus*
CON: 16 *+2 hp/die SS 95, RES 96*
CHA: 12
COM: 9 *homely*

Description

Age: 58
Height: 4′
Weight: 130#
Hair/Eyes: Black/brown
Alignment: NG
Deity: Ahto

Combat Data

THAC0: 14
AC normal: 1
AC rear: 3
Armor type: *Splint +1 & Shield*
Hit Points: 62

Weapon Proficiencies: falchion (specialist), battle axe, hand axe, dagger
NPP: −2

Mika

6th-Level Male Half-Elf Ranger

Ability Scores

STR: 18/55 *+2hit/+3 dam, +125#wt, Drs 1-4, BB-LG 25%*
INT: 13
WIS: 15 *+1 ST bonus*
DEX: 17 *+2 reactions/missiles, −3 AC bonus*
CON: 14 *SS 88, RES 92*
CHA: 15 *+15% reactions*
COM: 17 *good-looking, +17% reactions, fascinate females WIS 8 or less*

Description

Age: 49
Height: 5′9″
Weight: 135#
Hair/Eyes: Gold/violet
Alignment: NG
Deity: Mielikki

Combat Data

THAC0: 16
AC normal: 2
AC rear: 5
Armor type: *Leather +3*
Hit Points: 41
Weapon Proficiencies: Long sword, short bow (specialist)
NPP: −2

Eino

8th-Level Female Human Cleric

Ability Scores

STR: 12 *+ 10#wt, Drs 1-2, BB-LG 4*
INT: 14
WIS: 17 *+3 ST bonus, +2 each L1, L2 spells, +1 L3 spell*
DEX: 13
CON: 16 *+2 hp/die SS 95, RES 96*
CHA: 16 *+25% reactions*
COM: 17 *good-looking, +17% reactions, fascinate males WIS 8 or less*

Age: 31
Height: 5′7″
Weight: 130#
Hair/Eyes Blond/green
Alignment: LG
Deity: Ukko

Combat Data

THAC0: 16
AC normal: 2
AC rear: 4
Armor type: *Chain +2 & Shield +1*
Hit Points: 59

Weapon Proficiencies: mace, hammer, sling
NPP: −3

Saving Throws

Poison, paralysis, death	7
Petrifaction, polymorph	10
Rod, staff, wand	11
Breath Weapon	13
Spells	12

Juhani

Female Human Thief/Magic-User (2/6)

Ability Scores

STR: 10 *Drs 1-2, BB-LG 4%*
INT: 17
WIS: 9
DEX: 16 *+1 reactions/ missiles, −2 AC bonus*
CON: 15 *+1 hp/die SS 91, RES 94*
CHA: 18 *+35% reactions*
COM: 20 *beautiful, +30% reactions, fascinate males WIS 15 or less, fascinate females WIS 10 or less*

Description

Age: 29
Height: 5′9″
Weight: 130#
Hair/Eyes: Black/brown
Alignment: CN
Deity: Tuoni

Combat Data

THAC0: 19
AC normal: 2
AC rear: 4
Armor type: *Bracers AC 4*
Hit Points: 27

Weapon Proficiencies (as magic-user): staff
NPP: −5
Weapon Proficiencies (as thief): dagger, club
NPP: −3

Saving Throws

Poison, paralysis, death	13
Petrifaction, polymorph	11
Rod, staff, wand	9
Breath Weapon	13
Spells	8

Eemil

7th-Level Elven Male Magic-User

Ability Scores

STR: 9 *Drs 1-2, BB-LG 1%*
INT: 18
WIS: 14
DEX: 14
CON: 17 *+2 hp/die SS 97, RES 98*
CHA: 12
COM: 10 *average*

Description

Age: 280
Height: 5′
Weight: 98#
Hair/Eyes: Silver/black
Alignment: LG
Deity: Ilmatar

Combat Data

THAC0: 19
AC normal: 7
AC rear: 7
Armor type: *ring of protection +3*
Hit Points: 36

Weapon Proficiencies: dagger, dart
NPP: −5

Saving Throws

Poison, paralysis, death	13
Petrifaction, polymorph	11
Rod, staff, wand	9
Breath Weapon	13
Spells	10

Toivo

7th-Level Male Gnome Thief

Ability Scores

STR: 9 *Drs 1-2, BB-LG 1%*
INT: 10
WIS: 9
DEX: 17 *+2 reaction/missiles, −3 AC bonus*
CON: 9
CHA: 9
COM: 9 *homely*

Description

Age: 90
Height: 3′9″
Weight: 80#
Hair/Eyes: Brown/brown
Alignment: CN
Deity: Tuoni

Combat Data

THAC0: 19
AC normal: 4
AC rear: 7
Armor type: *Leather +1*
Hit Points: 38

Weapon Proficiencies: dagger, short sword, club
NPP: −3

Saving Throws

Poison, paralysis, death	12
Petrifaction, polymorph	11
Rod, staff, wand	12
Breath Weapon	15
Spells	13

*Add +2 race bonus where applicable
*Add +3 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 1/1
Languages: common tongue, lawful good
Spells/day: 5 5 4 2

Equipment

Magic Items: *chain +2, shield +1, mace of disruption, potion of fire resistance*
Normal Equipment: spell components, holy symbol, iron rations, leather backpack, waterskin, war hammer, tinderbox, 100sp, 2 small sacks, 15′ rope, sling, 20 bullets, 3 vials holy water, 6 torches

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Saving Throws

Poison, paralysis, death	11
Petrifaction, polymorph	12
Rod, staff, wand	13
Breath Weapon	13
Spells	14

*Add +3 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 1/1
Special Abilities: Normal half-elven abilities, +5 to damage vs. giant class creatures, normal ranger tracking abilities. Bow hit at point blank range (up to 30′) inflicts double damage
Languages: Normal Half-Elven Languages

Equipment

Magic Items: *leather +3, long sword +1, 6 arrows +1, periapt of proof against poison +1*
Normal Equipment: short bow, 35gp, spear, 50′ rope, 10′ pole, wine skin, 3 flasks of oil, leather backpack, large sack, silver mirror, club, tinderbox, 20 arrows (quiver), iron rations

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Saving Throws

Poison, paralysis, death	10
Petrification, polymorph	11
Rod, staff, wand	12
Breath Weapon	12
Spells	13

*Add +4 race bonus where applicable
*Add +1 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 3/2 or 2/1
Special Abilities: Normal dwarven abilities
Languages: common tongue, normal dwarven languages

Equipment

Magic Items: *splint +1, ring of water breathing, battle axe +1, potion of heroism*
Normal Equipment: 2 large sacks, 70gp, tinderbox, leather backpack, falchion, 3 hand axes, iron rations, wineskin, small pouch

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Racial & Professional Skills

Attacks: 1/1
Special Skills: Normal gnomish skills
Languages: normal gnome languages

Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
65	67	60	65	53	35	79	35

Equipment

Magic Items: *leather +1, dagger +2, potion of climbing, potion of healing, gloves of thievery*
Normal Equipment: short sword, 12 caltrops, small wooden box, 6 daggers, 2 clubs, 6 iron spikes, hammer, leather backpack, 2 large sacks, 50' rope, grappling hook, 50 gp, waterskin, iron rations, tinderbox

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Racial & Professional Skills

Attacks: 1/1
Languages: common tongue
Spells/day: 4 2 2

Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
35	34	25	21	15	10	86	—

Equipment

Magic Items: *bracers AC4, wand of fire (10 charges), potion of extra-healing, girdle of many pouches, slippers of kicking*
Normal Equipment: 2 large pouches, leather backpack, 10′ pole, iron rations, staff, waterskin, tinderbox, spell books, spell components, hooded lantern, 5 flasks oil, 10pp, thieves' tools, 4 daggers

Spell Book

Level 1 Spells *(Memorize 4)*

Dancing Lights	*Detect Magic*
Feather Fall	*Hold Portal*
Magic Missile	*Read Magic*
Shield	*Sleep*

Level 2 Spells *(Memorize 2)*

Continual Light	*Detect Invisibility*
Invisibility	*Knock*
Levitate	

Level 3 Spells *(Memorize 2)*

Dispel Magic	*Fireball*
Hold Person	*Hold Person*
Lightning Bolt	

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Racial & Professional Skills

Attacks: 1/1
Languages: common tongue
Spells/day: 4 2 2

Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
35	34	25	21	15	10	86	—

Equipment

Magic Items: *bracers AC4, wand of fire (10 charges), potion of extra-healing, girdle of many pouches, slippers of kicking*
Normal Equipment: 2 large pouches, leather backpack, 10′ pole, iron rations, staff, waterskin, tinderbox, spell books, spell components, hooded lantern, 5 flasks oil, 10pp, thieves' tools, 4 daggers

Spell Book

Level 1 Spells *(Memorize 4)*

Dancing Lights	*Detect Magic*
Feather Fall	*Hold Portal*
Magic Missile	*Read Magic*
Shield	*Sleep*

Level 2 Spells *(Memorize 2)*

Continual Light	*Detect Invisibility*
Invisibility	*Knock*
Levitate	

Level 3 Spells *(Memorize 2)*

Dispel Magic	*Fireball*
Hold Person	*Hold Person*
Lightning Bolt	

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Vaino

6th-Level Male Human Paladin

Ability Scores

STR: 16 *+1 dam, + 35#wt, Drs 1-3, BB-LG 10%*
INT: 12
WIS: 16 *+2 ST bonus*
DEX: 15 *−1 AC bonus*
CON: 15 *+1 hp/die SS 91, RES 94*
CHA: 18 *+35% reactions*
COM: 15 *good-looking, +15% reactions, fascinate females WIS 7 or less*

Age: 38
Height: 6′6″
Weight: 245#
Hair/Eyes: Black/gray
Alignment: LG
Deity: Ukko

Combat Data

THAC0: 16
AC normal: 1
AC rear: 4
Armor type: *Chain +1 & Shield +2*
Hit Points: 42

Weapon Proficiencies: lt. lance (choice), long sword (choice), horsemens's mace (choice), dagger, short sword
NPP: −2

Aleksis

6th-Level Human Male Cleric

Ability Scores

STR: 15 *+ 20#wt, Drs 1-2, BB-LG 7%*
INT: 10
WIS: 14 *+2 L1 spells*
DEX: 11
CON: 17 *+2 hp/die SS 97, RES 99*
CHA: 12
COM: 14 *good-looking, +14% reactions, can fascinate females WIS 7 or less*

Description

Age:
Height: 6′
Weight: 185#
Hair/Eyes: Blonde/blue
Alignment: NG
Deity: Mielikki

Combat Data

THAC0: 18
AC normal: 2
AC rear: 4
Armor type: *Splint & Shield +1*
Hit Points: 62

Weapon Proficiencies: hammer, footmen's mace, staff
NPP: −3

Minna

6th-Level Human Female Cleric

Ability Scores

STR: 15 *+ 20#wt, Drs 1-2, BB-LG 7%*
INT: 9
WIS: 18 *+4 ST bonus, +2 each L1, L2 spells, +1 each L3, L4 spells*
DEX: 15 *−1 AC bonus*
CON: 15 *+1 hp/die SS 91, RES 94*
CHA: 17 *+30% reactions*
COM: 16 *good-looking, +16% reactions, fascinate males WIS 8 or less*

Description

Age: 25
Height: 5′2″
Weight: 105
Hair/Eyes: Blonde/blue
Alignment: LG
Deity: Ilmatar

Combat Data

THAC0: 18
AC normal: 1
AC rear: 3
Armor type: *Chain +2 & Shield*
Hit Points: 34

Weapon Proficiencies: flail, hammer, staff
NPP: −3

Saving Throws

Poison, paralysis, death	9
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	15
Spells	14

*Add +1 Wisdom bonus where applicable

Alvar

5th-Level Human Female Cavalier

Ability Scores

STR: 17 *+1 hit/dam, + 50#wt, Drs 1-3, BB-LG 13%*
INT: 10
WIS: 10
DEX: 15 *−1 AC bonus*
CON: 16 *+2 hp/die SS 95, RES 96*
CHA: 14 *+10% reactions*
COM: 19 *beautiful, +28% reactions, fascinate males WIS 14 or less, fascinate females WIS 9 or less*

Description

Age: 39
Height: 5′11″
Weight: 140
Hair/Eyes: Red/hazel
Alignment: LG
Deity: Ilmatar

Combat Data

THAC0: 16
AC normal: 1
AC rear: 3
Armor type: *Plate Mail & Shield*
Hit Points: 65

Weapon Proficiencies: med lance (choice), long sword (choice), horsemen's military pick (choice), horsemen's flail, broad sword
NPP: −3

Players' Background

The adventure you are about to play is set in the Finnish Mythos from the LEGENDS & LORE Tome. A brief overview of the mythos is provided here for the benefit of those players not already familiar with it. All of your characters are assumed to understand it as well, so this should also be considered background material for each PC.

The mythos is based on the continuing battle of two lands, Kalevala (land of good) and Pohjola (land of evil). All Kalevalans know that Pohjola is constantly trying to impose its way of life on all of Finland. As it is, Finland is really two countries, divided more or less equally between the two factions. All your characters are Kalevalans, and reside in the capital city of Kitalla.

Kalevala's protector is a creature called the Great Bear. Each spring the king conducts a ceremony before a cave in the wilderness to awaken the creature from hibernation so it may resume its patrol of the border between Kalevala and Pohjola.

Of a more mystical importance to all of Finland are the Pilgrim's Pool, the Path of Purification, and the Great Tree. The Pool is a place not of any world, a link between the mortal and the immortal. The Path provides a means of understanding and improving oneself spiritually, though the process can prove deadly, even to the most devout. The Tree is an Astral link between the Prime Material Plane and the Outer Planes. Near its top is a shrine. The deity who controls it to a large extent dictates the fortunes of the warring factions of Finland. Needless to say, control of the Tree's shrine is often a bone of contention among Finland's deities.

The following is the common knowledge each PC has about the others.

ELIEL once met the Water Dwarf, a servant of the deity Ahto. She has become quite smitten with him and know makes her home in a cave near the sea in order to honor him. She has frequently adventured with Mika, and they are very close friends. Eliel went adventuring with Toivo in her younger days. They are still friends, though not as close as they used to be.

MIKA is the son of Eemil's sister, and he likes his uncle very much. He is also very close to Eliel, even though he cannot understand her obsession with the Water Dwarf. Being a ranger and worshiping Mielikki, he dislikes anything or anyone that would do harm to forests or forest creatures.

EINO and Juhani are half-sisters. Her father was slain and she and her mother were abducted by marauding bandits when Eino was two years old. Eino eventually escaped, but her mother did not. Effectively orphaned, she was reared by clerics of Ukko, and became one herself. Eino and Juhani have just recently been reunited. Eino is married to the valiant paladin Vaino, and enjoys a close relationship with her husband.

JUHANI is Eino's half-sister, the issue of their mother and the bandit chieftain who abducted her. Juhani's only family, until recently, has been Toivo, a kindly gnome who took the infant Juhani into his care and instructed her as best he could. A few months ago the two journeyed to Kittala, where the half-sisters were reunited.

EEMIL's sister (Mika's mother) insisted that he keep a watch over her son. He does this, even though the boy is fully capable of taking care of himself.

TOIVO was a member of the raiding band that abducted Juhani's mother. Seeing that the young Juhani was considered a slave (even though the daughter of the bandit chief), Toivo took her into his care (his own ideas about personal freedom obviously weighing heavily in this decision) and trained her in the ways of thievery. Later, when she exhibited an aptitude for magic, he did not dissuade her; in fact, he encouraged her to pursue her talent. Toivo and Eliel adventured together in their younger days and were close friends. Eliel's infatuation with the Water Dwarf has caused the two to drift apart.

VAINO is wedded to Eino. He is a poor paladin, sworn to poverty and the service of Ukko, but a good husband. He often advises Alvar about her profession and her life.

ALEKSIS is a divout cleric who sees his service to his deity, Mielikki, as more important than adventure. He has, however, infrequently adventured with Mika and Eliel whenever his clerical duties have allowed. He feels especially close to Mika through their shared faith and love of the forest and its creatures.

MINNA and Alvar are sisters, cousins to Vaino. Minna gets along well with her sister and admires Vaino very much. She is altogether too proper a lady to allow her admiration to develop into anything serious. Minna wears a magic girdle that gives an indication of her general state of health and helps to heal her wounds.

ALVAR is Minna's sister. Like Vaino, she has taken a vow of poverty. Vaino is her mentor in many ways, he provides her with guidance about her profession and her way of life. Their relationship is strictly business, however.

Saving Throws

Poison, paralysis, death	9
Petrifaction, polymorph	12
Rod, staff, wand	13
Breath Weapon	15
Spells	14

*Add +1 Wisdom bonus where applicable

Racial & Professional Skills

Attacks: 1/1
Spells/day: 5 5 2
Languages: Common tongue, neutral good

Equipment

Magic Items: *shield +1, staff-mace, dust of appearance (x2)*
Normal Equipment: splint mail, iron rations, leather backpack, 2 flasks of oil, holy symbol, quarter staff, 6 torches, 2 vials of holy water, 2 war hammers, small pouch, 40sp, waterskin, tinderbox, spell, components

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Saving Throws

Poison, paralysis, death	11
Petrifaction, polymorph	12
Rod, staff, wand	13
Breath Weapon	13
Spells	14

*Add +2 vs illusions
*Add +1 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 3/2 or 1/1
Special Abilities: Detect evil up to 6″, immune to disease, affect undead as a 3rd level cleric, heal 10 points of damage once a day, cure disease once per week, protection from evil 10'r. immune to fear, radiate protection from fear aura in 1″ radius, 90% resistant to mind affecting magic (sleep, charm, hold, etc.), 90% unlikely to be thrown from mount, 90% unlikely to take damage if thrown, weapon and shield parry, can function at negative hit points
Languages: Common tongue, lawful good, elf

Equipment

Magic Items: *chain +1, shield +2, long sword +1 flametongue*
Normal Equipment: long sword, horseman's mace, light lance, 2 vials of holy water, holy symbol, tinder box, iron rations, large pouch, 2 cp, 6 torches

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Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	12
Rod, staff, wand	13
Breath weapon	13
Spells	14

*Add +2 .vs Illusions
*Add +1 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 3/2 or 1/1
Special Abilities: Immune to fear, radiate protection from fear aura in 1″ radius, 90% resistant to mind affecting magic (sleep, charm, hold, etc.), 90% unlikely to be thrown from mount, 90% unlikely to take damage if thrown, weapon and shield parry, can function at negative hit points
Languages: common tongue

Equipment

Magic Items: *military pick +1, chime of interruption, potion of super-heroism (4 levels/20 hit points for 8 rounds)*
Normal Equipment: plate mail, shield, long sword, 2 large pouches, tinder box, 6 torches, wine skin, 2 iron rations, medium lance

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Racial & Professional Skills

Attacks: 1/1
Spells/day: 5 5 3
Languages: common tongue

Equipment

Magic Items: *chain +2, staff of withering (21 charges, hammer +1, girdle of Ilmatar*, boots of the north*

*The *Girdle of Ilmatar* indicates the wearer's health by appearing bright silver when worn by a healthy person, or varied shades of tarnish extending to black depending on how grievously injured or sick the wearer becomes. The girdle has the added ability of restoring 3 hit points per day to the wearer, provided he is damaged but still alive.
Normal Equipment: holy symbol, spell components, 3 candles, 5 hammers, leather backpack, 6 torches, 3 vials of holy water, 60gp

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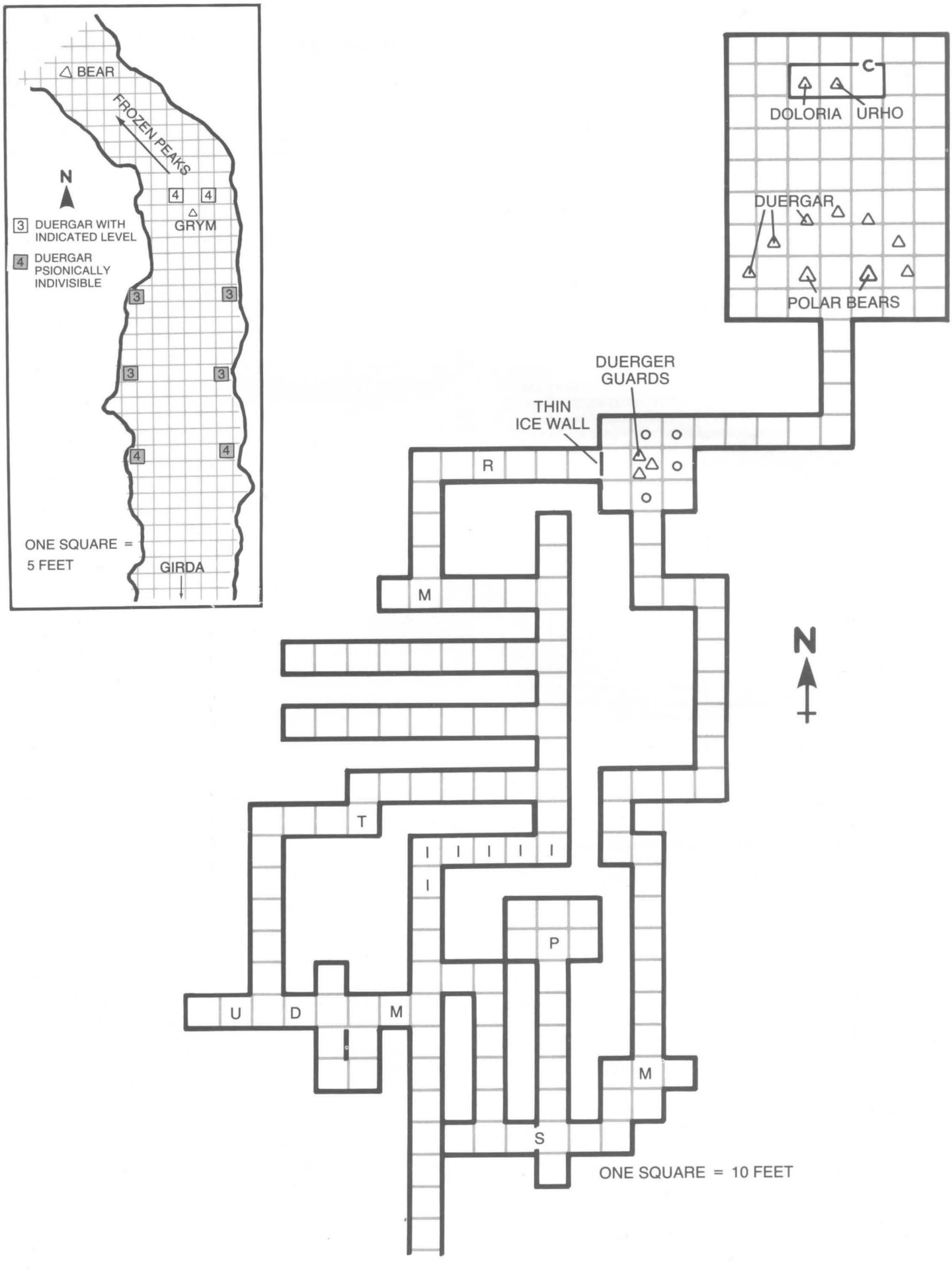
BEAR
FROZEN PEAKS
N
3 DUERGAR WITH INDICATED LEVEL
4 DUERGAR PSIONICALLY INDIVISIBLE
GRYM
ONE SQUARE = 5 FEET
GIRDA
C
DOLORIA
URHO
DUERGAR
POLAR BEARS
DUERGER GUARDS
THIN ICE WALL
R
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S
ONE SQUARE = 10 FEET

allows him to continue, read the following:

> The gaunt dwarf's tone unexpectedly turns menacing, and his lips twist in a crafty smile. "On the other hand, we may not need your direct help, just the sword you got from those two-faced dwarves of Girda." Startlingly, the rocks of the defile seem to sprout more fully-armed dwarves on all sides. "As you can see, Tall Ones, we have the advantage and the surety of victory. But come. We can avoid the hot, sweaty work of butchery. Give me the sword and I'll grant you your freedom."

PARTY OPTIONS The characters may negotiate, stand and fight, or break through the encircling duergar and run up or down the trail. Fleeing characters are attacked vs. their rear armor class by as many duergar as can do so. If the characters have *Mordvin* and willingly relinquish it, the duergar will allow them to go free. If the party tries to pass off any sword as *Mordvin*, these duergar will be fooled and accept it as the real thing, unless *Mordvin* is in plain sight. The duergar don't know what the sword actully looks like, but they will know it if they see it.

DUERGAR TACTICS See the map for placement of the duergar force. The circled duergar are initially psionically *invisible*, standing motionless in the rocks. They cannot be seen by any means available to the party, due to their *invisibility* and the concealment afforded by the rocks.

If the characters refuse to negotiate, Grym will signal his force to attack. All the duergar will use their *expansion* ability, gaining the damage bonus listed in their stats. Once an individual duergar sustains half damage, he will assume his *invisibility* once again, causing his attackers to strike at −4 (unless the *invisibility* fails vs a PC, see the DM's notes).

If the party interrupted Grym's speech with an offer of help, he will be flustered. He will motion vaugely to one of his assistants and say that he is feverish from a wound, then he'll take the dwarf by the arm and approach the party, the third dwarf following the pair. When they get within melee range, Grym shouts "At them!" and attacks. The attack proceeds as above.

If a melee starts, a brown bear kept by the duergar clan will enter the fight at the beginning of the fourth round. The beast will charge into the front of the party.

If it is obvious to the duergar which character is carrying *Mordvin* (if the sword is in plain sight), they will attempt to separate him from the party and wrest the sword from him. If they are successful, the duergar carrying *Mordvin* will become *invisible* and withdraw from the fight, attempting to escape down the trail (in the direction from which Grym appeared to come). If feasible, the remaining duergar will attempt to physically seal off the road long enough for their comrade to escape.

Encounter #3 begins three turns after a successful negotiation, when only three duergar are left alive (if the party chooses to melee), or three turns after the party breaks through the duergar ring and runs either up or down the path.

Duergar (Grym): 1; AL LE; INT Very; SZ S (4′); MV 6″; AC 2; HD 5 + 2; hp 27; THAC0 15; #AT 1; D by weapon.
Special Abilities: Psionic ability 81, BCD/FGH; psionic disciplines at 5th level mastery: *expansion* (9′, +5 damage), *invisibility* (IF 15), *molecular attraction, reduction*; +4 ST bonus .vs magic immune to paralysis and poison; weapons: hammer, short sword.

Duergar: 4; AL LE; INT Very; SZ S (4′); MV 6″; AC 2; HD 4 + 2; hp 22 each; THAC0 15; #AT 1; D by weapon.
Special Abilities: Psionic ability 79, BCD/FGH; psionic disciplines at 4th level mastery: *expansion* (8′, +4 damage), *invisibility* (IF 10), *molecular attraction, reduction*; +4 ST bonus .vs magic immune to paralysis and poison; weapons: hammer, short sword.

Duergar: 4; AL LE; INT Very; SZ S (4′); MV 6″; AC 2; HD 3 + 2; hp 17 each; THAC0 16; #AT 1; D by weapon.
Special Abilities: Psionic ability 77, BCD/FGH; psionic disciplines at 3rd level mastery: *expansion* (7′, +3 damage), *invisibility* (IF 6), *molecular attraction, reduction*; +4 ST bonus .vs magic immune to paralysis and poison.

Brown Bear: 1 AL N; INT Semi; SZ L; MV 12″; AC 6; HD 5 + 5; hp 28; THAC0 15; #AT 3; D 1-6/1-6/1-8.
Special Abilities: Paw hit 18 + = hug for extra 2d6 damage, fight for 1-4 rounds after reaching 0 to -8 hp, -9 hp = death.

Encounter #3: What a pain

This encounter takes place at the end of (or immediately after) encounter #2 (see above).

> A sudden roar fills the air as an enormous column of flame pours down from the sky, enveloping most of the remaining duergar. Striding into battle from the direction you were heading is a female cleric, yelling battle cries and brandishing a rod. She rushes into the fray, smiting duergar and shouting Ukko's praises.

The woman is Doloria, a cleric of Loviatar, sent to delay the party and then to resurrect Urho. Although she cannot cast a *resurrection* spell, she can perform the resurrection with a ritual similar to the one that the characters witnessed in the prologue. She has cast *obscure alignment* and *undetectable lie* upon herself to better convince the party that she is indeed a cleric of Ukko sent to aid the party in their quest. Doloria will insist on helping the party and will NOT take no for an answer when she offers to help. The only way that the party can get rid of her is to slay her.

The column of flame is a *flame strike* that does 28 points of damage (save for half). Doloria targets this spell, if possible, to harm only duergar. If this is impossible, she hits as few PCs as possible. Doloria will continue to aid the party until the last of the duergar is defeated, and will continue to pose as the PCs' friend until she is discovered or until it is time to trigger the avalanche (see below).

When the last duergar falls, Doloria launches into her act, warmly embracing either Eino or Vaino and babbling joyusly: " Sister (brother) in the service of Ukko, how fortunate it was that a most glorious air maiden did appear to me, telling me that some of our order were on a mission for Ukko himself and could use my aid. Was this not a most rousing battle? Come, allow me to heal your wounds, then let us celebrate the glory of Ukko and make our plans on how to best achieve his goals." Doloria will, of course, introduce herself.

The players may ask whatever they would like. Bear in mind Doloria's mission, and that while she is with the characters, she will play the role of a cleric of Ukko to the limit. The spells she has cast will conceal her true identity at this point in the adventure. Do not spend too much time here just talking. Doloria will encourage the resumption of the quest if more than 10 minutes of real time has passed. If anybody asks, she will tell them that she knows where Urho's tomb is, and will offer to lead them to it. She does indeed know where the tomb is, but she has no intention of allowing the party to get there alive. Doloria radiates evil, but the *obscure alignment* makes this undetectable as long as it lasts. If a character tries to detect evil on Doloria while the spell is running tell the player that there is *no* result.

> Two hours after your encounter with the duergar the icy mist shrouding the trail up Girda's back has thickened to the point that visibility is reduced to 20 feet. Proceeding up the snow-covered incline is becoming even more difficult, as it twists and turns through a tangle of fallen trees and boulders. Large waves of frozen snow loom ominously high overhead, some having fallen and partially blocked the path. As you struggle along, you encounter an even more formidable obstacle. The mountain pass you have been following ends in a rocky cliff, obviously the source of all the boulders. A wide strip of snow and ice covers most of the cliff face, leaving very little bare rock showing. It is difficult to tell how high the cliff is, its summit is obscured by the fog.
>
> Doloria turns to you and says, "Well my heroic companions, we have almost arrived. Great Urho's tomb lies at the top of this cliff. Time is of the essence, so we must press on. I have means to climb without danger of falling, I shall ascend and secure a rope so that we may all arrive safely at the summit.

Doloria intends to ascend the cliff using her *slippers of spider climbing*, then start an avalanche by strinking the snow and ice with her *rod of smiting*. Her spells all have run out, and the party can determine her true alignment and intentions now. If the party tries to convince her not to go she will insist that her plan is the best. If the party tries to discuss the problem at length she will simply ignore them and start climbing.

The icy portion of the cliff face is unclimbable, the rocky portion is *rough* but *slippery*. Doloria can climb it with her slippers at 60′ per round. The cliff is 80′ high. When Doloria reaches the summit she starts the avalanche, using one charge from her rod.

> Doloria climbs into the fog and disappears. Moments later you hear a low rumble. Huge chunks of rock and ice rain out of the fog, an avalanche is coming!

The characters have 3 melee rounds before the ice breaks away from the cliff and the avalanche strikes. If they wish to run back down the trail they postpone the inevitable by one more round.

The characters can take shelter behind the boulders along the path and ride out the avalanche. The debris will flow around the rocks, leaving anyone in the lee of them unscathed. *Levitation* or *fly* also will work.

Any character not sheltering behind a boulder when the avalanche strikes will take 2d8 points of damage and must make a dexterity check (roll dexterity or less on 1d20) or be swept away and buried, taking an additional 2d8 points of damage. Characters who are climbing are swept away automatically. The party may attempt to dig out buried characters, but this requires three turns and counts as triggered trap in Encounter #5.

Doloria will not reappear in this encounter, like all true villians, she thinks the good guys all have been slain by her brilliant plan.

If Doloria is slain in this encounter, her body slowly vaporizes, forming a mist that swirls upwards into the fog, trailed by mocking laughter. Tuoni (god of the underworld) will cast *resurrection* on her and return her to earth so that she may complete Urho's resurrection. The characters benefit, though, in that Doloria is delayed in starting the ceremony. Slaying her thus cancels out one trap they may trigger.

Encounter #4: Slip-slidin' Away

The entrance to Urho's tomb is at the top of the cliff, just as Doloria said it was. As the party recovers from the avalanche, they can see it.

> The avalanche nearly has filled this end of the pass with snow and ice, adding to the confusion of the fallen trees and boulders and reducing movement to a crawl. As they begin to move about, a cold wind springs up, ripping the fog to shreds and revealing the cliff face. The cliff is about 80 feet high, the covering of snow and ice has fallen away, leaving a huge pile at the base of the cliff. The pile is almost 60 feet high and looks like it can be climbed. A small cave mouth is visible in the cliff face, about 5 feet above the pile of snow and ice. The avalanche must have uncovered it. For a brief moment, there appears to be a human figure in the cave, but it quickly disappears.
>
> According to the information you got in the capital, this is the most likely spot for Urho's tomb.

The figure was Doloria entering the portal (see below). The pile of snow and ice is not fully stable, but firm enough to climb.

If Doloria was slain before he could trigger the avalanche, an air maiden appears before the party, congratulates them on seeing through and foiling Lovitar's deception, and tells them the exact location of the cave. The party must find a way to remove the snow and ice blocking it. A *lightning bolt* or *fireball* will do the trick, but will cause an avalanche. Vaino's *flametongue* sword will easily chop a hole in the ice, but its wielder will have to *levititae, fly* or be suspended by a rope from the top of the cliff. Simply chopping through the ice also will work, but this takes time, and will negate the time gained by slaying Doloria.

When the cave mouth is finally uncovered, read the following when any character of good alignment comes within 10 feet:

> The ice encrusting the cave mouth begins to crackle and hiss as a thick mist rolls out toward you. When the mist clears, many runes and wards carved around the stony portal are revealed, cautioning those of good alignment not to enter, as this is the tomb of one of great evil. No entrance is apparent, however, just a dead end cave.
>
> The cave is approximately 10′ × 10′ × 10′, there is a secret door at the back of the cave that leads into the ice maze beyond. The secret door can be found at the normal chances. Doloria located it with her *true seeing* spell.

KEY TO THE ICE MAZE:

M A block of ice that can be pushed in any feasible direction by a combined strength of 28 or more. Spiking the blocks and pulling them is not practical. There is a two-inch clearance at the top of each block. Due to the reflectiveness of the ice walls, these blocks may be overlooked. One or more characters must state they are examining the corridor surfaces to find them. The blocks can, however, be found in passing. A casual search is enough. Elves and half elves will see the blocks on a 2 in 6 chance just by passing within 10 feet of them.

T A pit trap covered by a thin sheet of ice. Any character stepping onto this drops into 10′ deep pit, floored with sharp shards of ice that inflict an additional 2d4 of damage (falling damage is 1d6). This trap may be detected by a *find traps* spell or a thief's *find traps* ability. Probing will reveal that the space is hollow.

I A 60-foot long area with what appears to be small, sharp stalactites hanging from the ceiling. These are loosely embedded ice daggers. On the segment anyone enters this area they begin to drop at the rate of 3 per segment per character, attacking as a 3 HD monster (THACO 16,) shield bonus does not apply unless the player states that his character is holding his shield overhead. Each hit inflicts 1d4 points of damage. A character moving at a 12″ rate takes 5 segments to pass through this area; a 9″ rate 7 segments. A *web* spell cast on the ceiling can prevent the daggers from falling in the area covered by the *web*.

S A battered bronze shield, graven with the rippling-wave symbol of Ahto (god of water), has been frozen into the ice wall. This is the opening device for a secret door, pressing the center of the shield opens the door. A *knock* spell also will open the door, but other methods short of battering a hole in the wall will not.

D A block of ice will drop from the ceiling and slide towards the west if a character steps into **U**. The block stops when it reaches the square immediately east of area **U**, effectively blocking the northbound path. It takes a combined strength of 45 to push the block up slope to allow access to the northern passge. If the characters push block M all the way to U, the weight will trigger this trap. Characters caught between the ice blocks must make a dexterity check (roll dexterity or less on 1d20) to escape. Failure results in 3d8 of points of damage and entrappment between the blocks. It takes 20 strength factors to pull a trapped character free.

P A 20′ × 30′ room with highly reflective surfaces. Any character entering or looking into this room with a lit torch or lantern will be blinded for 3 turns by the strong light. Anyone so affected will attack at −4 "to hit" for the duration of the effect. If the afflicted character is kept with the party, the group movement rate is slowed to 6″.

R This steeply-pitched floor is bathed in running water so that it is unbelievably slippery. If the characters take no precautions (spiking a rope into the wall for a handhold, etc.), they will fall and slide down the ramp. Accelerating rapidly, they crash into what appears to be a solid wall of ice. But the wall is quite thin and will shatter harmlessly when struck. The sliding characters take 1d6 impact damage when they tumble into the room beyond.

The ramp empties into a room occupied by three duergar guards. If the characters slid through the ice wall, these guards have two segments of surprise while the characters regain their feet. Dexterity adjustments to surprise do not apply. The duergars' attacks during surprise are at +4 "to hit" due the characters' prone positions.

If the characters have approached via the hidden corridor, surprise chances are normal for both groups.

The circles are small, ice covered pits, similar to the pit in area **T**. Unwary characters will easily break through and fall into the pit taking 1d6 points of damage. The pits may be found with a *find traps* spell or with the thief ability.

Doloria has charged the duergar to get *Mordvin* if they can (if it wasn't taken in Encounter #2). If the sword is captured, one of the guards will hurriedly deliver it to Doloria in the last chamber. In melee, the duergar use their *invisibility* discipline first, then *expansion*.

Duergar: 3; AL LE; INT Very; SZ S (4'); MV 6″; AC 2; HD 4+2; hp 22 each; THAC0 15; #AT 1; D by weapon.

Special Abilities: Psionic ability 79, BCD/FGH; psionic disciplines at 4th level mastery: *expansion* (8′, +4 damage), *invisibility* (IF 10), *molecular attraction, reduction*; +4 ST bonus .vs magic immune to paralysis and poison; weapons: hammer, short sword.

Encounter #5: Urho's Tomb

Urho's resurrection is in progress when the characters enter the final chamber. The resurrection is accomplished by a ritual in which Doloria drives six ice daggers into his heart, with appropriate prayers. The placement of each dagger requires one round, and Urho will be functional three rounds after the last dagger is plunged home. The number of rounds left until Urho is on his feet (from when the party enters) is given in the table (see below).

The party accrued time penalties for having to dig someone out of the avalanche, chopping through the ice on the cliff (If they slew Doloria before she could trigger the avalanche), and being caught in the avoidable traps in the ice maze: the pit trap T, the S-U slide, and the Prism. The delay caused by each of these results in Doloria being able to place one more ice dagger in Urho's corpse (see below) before the party enters the crypt. If Doloria was killed in #3, subtract one from the accrued delays (this will result in a -1 if no delays were experienced).

The situation, then, when the party enters the crypt is one of the following (determine the value of x and y now and substitute those values in the player description that follows):

# Traps Triggered:	-1	0	1	2	3	4
# Shards in Urho (x):	1	2	3	4	5	6
# Shards in Doloria's Hand (y):	5	4	3	2	1	0
# Rounds Left until Urho Is Functional:	8	7	6	5	4	3

If all six ice shards have been placed, disregard the last sentence in the following description.

> A twisting passage of rock and ice leads deeper into the mountain, disgorging finally into a large ice cavern. Seven especially nasty looking dwarves and two large white bears stand between you and a hut-like structure made of translucent ice. Though somewhat blurred, it is possible to see the body of a warrior lying supine on a wooden sleigh within the ice hut. (X) ice shards have been driven into his massive chest. A female figure that bears a marked resemblance to Doloria stands beside the byre, her upraised left hand holding (Y) more ice daggers. As the evil dwarves advance, she takes another dagger into her right hand, preparing to plunge the ice shard deep into the corpse's heart.

Doloria has ordered the seven duergar to protect her and the ice enclosure while she performs the resurrection ritual. They will use their psionic *expansion* discipline and attack the party, they will use *invisibility* when half damaged. The duergar will interpose themselves between the party and the hut, and will prevent the PCs from entering it if possible. The polar bears attack on the duergars' orders.

If the party still has *Mordvin*, these duergar will try to take it. They assume that the party has the sword if Doloria doesn't have it, and they can make a pretty good guess as to which character has it just by looking at the equipment each character is carrying (sword-sized objects aren't easy to hide). If successful in taking the sword, one of them will deliver it through the secret door in the rear of the hut (see below). If any character is watching this exchange, the location of the secret door is thus revealed.

THE ICE HUT

The hut is impervious to spells. The walls can be broken by repeated weapon blows; treat it as AC −3, SZ M. Each 5-foot section of wall has 30 hit points. When reduced to zero hit points a wall section crumbles, leaving a 5- foot opening.

Doloria has cast *protection from good, 10'r.*. Party attacks into the protected area are at −2 "to hit," and Doloria's and Urho's saving throws vs the party's spells are made at +2.

DOLORIA'S TACTICS

Doloria's prime mission is to resurrect Urho. She will not interrupt the process until the last shard is in place. If interrupted, she will wait until the last possible moment, then use her *rod of smiting*, since she will be in melee and spell use would be impractical (icey walls of the hut are too slippery for *spider climbing*.

If not immediately threatened after completing the resurrection, she may leave the hut if the duergar are in trouble (three or fewer left, or one of the bears is slain). She will cast *silence* spells on magic-users and clerics, in that order, then *continual light* and *light* spells in the fighters' eyes in order to blind them. Her final spell attacks will be *hold person* on any spell casters still functional, and finally *sticks to snakes*, the snakes created, however, will become inactive after 1d4 + 2 rounds due to the cold in the chamber.

URHO'S TACTICS

Urho is a fighting machine, and if resurrected in time to join the fray, he will concentrate his attacks on Vaino, Alvar, Mikar, and Eliel in that order. If *Mordvin* is available, he uses it, otherwise, he will use his two-handed sword.

If the party attacks Urho with *Mordvin* and successfully *disintegrate* him, the sword breaks, shattered by the magical energy used in the process. If Urho is slain, Doloria and any remaining duergar will attempt to flee.

Duergar: 7; AL LE; INT Very; SZ S (4'); MV 6"; AC 2; HD 4 + 2; hp 22 each; THAC0 15; #AT 1; D by weapon.
Special Abilities: Psionic ability 79, BCD/FGH; psionic disciplines at 4th level mastery: *expansion* (8', +4 damage), *invisibility* (IF 10), *molecular attraction, reduction*; +4 ST bonus .vs magic immune to paralysis and poison; weapons: hammer, short sword.

Polar Bears: 2 AL N; INT Semi; SZ L; MV 12"//9"; AC 6; HD 8 + 8; hp 48 each; THAC0 15; #AT 3; D 1-6/1-6/1-8.
Special Abilities: Paw hit 18 + = hug for extra 3d6 damage, fight for 2-5 rounds after reaching 0 to −12 hp, −13 hp = death.

NPCs

Karl Ironsoul

9th Level Male Dwarf Fighter

STR: 18(24)
INT: 10
WIS: 15
DEX: 14
CON: 15
CHA: 12
COM: 12

AC Normal: 0
AC Rear: 3
Hit Points: 50
Alignment: Neutral Good

Weapon Proficiencies: Long sword (double specialist), short bow, mace, spear

Special Abilities: Attacks 3/2 (2/1 with long sword), normal dwarven abilities.

Languages: Normal dwarven languages

Equipment: *Chainmail +2, shield +2, long sword +2,* mace, spear.

Background: Karl is a philosopher king with many years of adventuring and rule behind him. He understands that each race in Kalevala must do its part in order to keep Pohjola contained. He assumes that the dwarves of Girda were chosen to guard *Mordvin* for a very good reason, and he takes this duty very seriously. He will not give the sword up lightly. He thinks that Stoneson is bit of a fool. He believes that Stoneson's disdain for other races is a serious handicap that will eventully embarrass the younger dwarf and ruin his chances for political success. Stoneson's outburst at the feast bears this out. Karl, however, has underestimated Stoneson and is unaware of how dangerous he has become.

Karl will do his best to judge the PCs' request for the sword on its own merits. He will try to put his own views and Girda's politics aside, but he will not give *Mordvin* to the PCs unless they appear to be absolutely genuine.

Karka

3rd Level Male Dwarf Fighter

STR: 14
INT: 10
WIS: 10
DEX: 13
CON: 14
CHA: 9
COM: 10

AC Normal: 2
AC Rear: 3
Hit Points: 14
Alignment: Lawful Good

Weapon Proficiencies: Broad sword, short bow, mace, spear

Special Abilities: Normal dwarven abilities.

Languages: Normal dwarven languages

Equipment: Plate mail & shield, broad sword, short bow, 20 arrows.

Background: Karka is an old soldier who believes whatever his king says is right — period. He regards Stoneson's agitations as mere immaturity. He thinks of Stoneson's followers merely ás boys playing a game. He does not tolerate any criticism of his king. He believes the current fuss over *Mordvin* is none of the party's business, and will tell them so if they try to get any information out of him.

Renin

3rd Level Male Dwarf Fighter

STR: 16
INT: 9
WIS: 11
DEX: 12
CON: 16
CHA: 10
COM: 12

AC Normal: 2
AC Rear: 3
Hit Points: 16
Alignment: Chaotic Good

Weapon Proficiencies: Broad sword, short sword, mace, light crossbow

Special Abilities: Normal dwarven abilities.

Languages: Normal dwarven languages

Equipment: Plate mail & shield, broad sword, short sword.

Background: Renin is a discontented youth. Like young people in every time and place he thinks he has all the answers. He is unaware of Stoneson's extremism, and sees only a charismatic leader, who represents "modern" thinking. He will not talk to the party after the incident at the baths — he is too embarrassed. If approached about the sword, he takes the party to Stoneson and lets him do the talking.

Stoneson

7th Level Male Dwarf Fighter

STR: 18(58)
INT: 11
WIS: 12
DEX: 14
CON: 15
CHA: 16
COM: 14

AC Normal: 2
AC Rear: 3
Hit Points: 39
Alignment: Chaotic Good

Weapon Proficiencies: Spear (double specialist) short sword, mace, hammer.

Special Abilities: normal dwarven abilities.

Languages: Normal dwarven languages

Equipment: Plate mail & shield, *spear +1,* short sword

Background: Stoneson is the ringleader of a group of dwarves that wants to, among other things, oust Karl Ironsoul from his throne and end *Mordvin's* guardianship. Stoneson believes that dwarves are the only hard working, honest race in the world. Other races, Stoneson believes, merely want to get rich off honest dwarven labor — especially humans. He has the normal dwarven dislike for elves, and he thinks that humans are just as bad. He treats the other "short races" (gnomes and halflings) with tolerance at best. Most of his followers are not aware of these attitudes, and remember only Stoneson's talk of higher prices for dwarven goods, bigger and deeper mines, and fewer "big folk" in Girda.

Stoneson would like to see all dwarves isolated from other races, and he believes that such isolation would protect dwarves from anything — even Pohjolan conquest of Kalevala. The guardianship of *Mordvin* in particular sticks in Stoneson's craw. He see this as an example of dwarves doing the work that other races are too lazy to do themselves.

If the party approaches him, Stoneson will be wary and distant, suspicious of a trick. He knows from contacts in the capital that the party is trying to get *Mordvin* but he doesn't want to get involved with humans. He does want to use the party to get rid of *Mordvin* while keeping his own hands clean.

Doloria

10th Level Female Human Cleric

STR: 14
INT: 11
WIS: 17
DEX: 16
CON: 15
CHA: 13
COM: 16

AC Normal: 2
AC Rear: 5
Hit Points: 60
Alignment: Chaotic Evil

Weapon Proficiencies: Staff, mace, sling, hammer

Spells/Day: 6 6 4 3 2.

Languages: Chaotic Evil, common, duergar

Equipment: Chainmail & shield, *rod of smiting* (40 chgs), *slippers of spider climbing*, mace, 2 hammers.

Spells Carried: *Cure light wounds* (x2), *light* (x3), *protection from good, silence 15' radius* (x3), *resist fire, hold person, obscure alignment*, dispel magic, continual light* (x2), *flame walk, protection from good 10' radius, undectable lie*, flame strike*, true seeing*.*

*spell cast before final encounter, and not available in final encounter.

Background: Doloria is as cold hearted as her goddess (Lovitar). She does not appreciate humor, and she only laughs when she sees some creature or being in pain. She holds friendship, love, and honor in contempt, but she takes special pleasure in the angonies these emotions can cause in others.

When the party encounters her, however, she is playing the role of a good cleric. She overacts the part terribly. She will be sugary sweet to everyone, and fairly bubbles with feigned cheerfulness. She speaks in hyperbole about everything the party does or plans to do, and constantly sings praises to Ukko, but never calling him by name and never using the same name twice ("thank the all father, praise the great old one, glory to he who is most supreme...").

Urho

13th Level Male Human Fighter

STR: 18(62)
INT: 10
WIS: 14
DEX: 16
CON: 16
CHA: 14
COM: 12

AC Normal: −3
AC Rear: 0
Hit Points: 99
Alignment: Chaotic Evil

Weapon Proficiencies: Two-handed sword, long sword (specialist), short sword, mace, dagger, short bow.

Special Abilities: Attacks 2/1 (5/2 with long sword)

Languages: Chaotic evil, common, white dragon

Equipment: *Plate mail +3* & shield, *two- handed sword +2.*

Background: Urho is every bit as hard and cruel as Doloria, they could have a great time together making each other miserable. The last thing he remembers is dying 1500 years ago, and he is hopping mad. He will not talk to the characters, he just wants to kill them. One of Urho's favorite tricks when he has *Mordvin* is to grunt with pleasure when he successfully drains an energy level from an opponent, hoping to make the opponent believe that the sword transferred the level to him.

THE BRENALETTE FAMILY & FRIENDS

by Andrew Ehrnstein

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"The New Rogues Gallery" is a continuing feature in POLYHEDRON™ Newszine through which members may share their most interesting characters with the rest of the Network. Referees may use some or all of the characters described here for random encounters, or even build a whole adventure around them. The Newszine welcomes all member contributions for this feature, particularly human or demi-human clans like this one.

Elves and Dwarves are strange, but I wanted to create a human character from a strange culture, so Bregnor Brenalette was born. Bregnor, along with a powerful paladin, and Ealserei, Bregnor's current wife, formed a team that became a renowned force in Adeendee, our game world. Ealserei is an NPC, and does not appear here. The paladin is a non-standard character and could not be presented here for various reasons (too numerous to list, Ed.).

Together this team recovered the Egg of the Phoenix,[1] defeated the wicked Heldfond and destroyed a copy of the Necronomicon. Bregnor and Ealserei basically have been retired (despite Bregnor's grumbling,) but the clans' younger members and their friends are still adventuring.

Yosemite and Laurus had to be included for reasons beyond the comarderie inherent in most adventuring parties. Yosemite will likely be part of the Brenalette family within a year, if he and Asterei ever have time to get married. He hasn't even had time to buy her an engagement ring yet! And Laurus is inseparable (until combat strikes!) from Yosemite, regardless of the fact that Yosemite and his friends seem to attract superpowerful egomaniacs that scare Laurus half to death.

Reputation and renown are important to most of these characters in different ways. Bregnor fled his home to save his family pain, and to prevent a civil war. Cytwytever and Yosemite seek to further their renown, and so be accepted in the family. Asterei is secure enough that she hardly cares. Laurus, of course, has no reputation outside his circle of friends.

With no further ado I present the Brenalettes and their friends, old and new.

BREGNOR BRENALETTE

Player: Andrew Ehrnstein
10th Level Male Human Fighter

STR: 18(60)
INT: 13
WIS: 13
DEX: 15
CON: 18
CHA: 17
COM: 9

AC Normal: 0
AC Rear: 1
Hit Points: 101
Alignment: Neutral Good
Deity: acknowledges most war and sea gods

Weapon Proficiencies: (7) battle axe, hand axe, javelin, long sword, two-handed sword, spear, lance
Special Abilities: attacks 3/2, prefers to fight with two weapons, ambidextrous.

Languages: Common, Frost Giant, Dwarf, Elf

Equipment: *sword of dancing*, Axe of the Lord (battle axe +3, command 3/day, *strength* spell on wielder 1/day 8 turns duration,) 3 *javelins +2*, other javelins, hand axe, lance if mounted - spear if not, full plate armor, *headband of eyes* (works as *robe of eyes*), *pearl of the Sirines, ring of free action*

Description: Bregnor Brenalette is 6'5" tall and weighs 257 lbs. He is broad-shouldered and heavily muscled. He has fair, freckled skin, and long hair (the mark of a warrior in his birthland.) His short, thick beard and hair are brown with only a few grey streaks. Bregnor's steely grey eyes have neither been tempered nor dimmed by his 59 years of life. In his opinion his many scars have only

improved his looks. He generally looks happy and ready for anything.

History: Bregnor Brenalette is the son of a violent baron of the Norther March, but is low in the line of succession. He led a number of successful attacks against the frost giants who raided his homeland. The local people wanted Bregnor to take the heir's right from his eldest brother, and Bregnor, never ambitious or selfish, left in confusion. He had many adventures and good times with his close friend Fredrick Galthoria and Ealserei (an elfmaid magic-user). However, when his reputation spread to his homeland he was forced to leave his friends for the same reasons he had originally left his home. He and Ealserei (who left with Bregnor) slew a dragon turtle in the port of Crantiven and were nearly worshipped by the liberated populace. Bregnor fell in love with the late lord's daughter, married her and was welcomed as the new Lord of Crantiven. His Lady died bearing Asterei. He looked to Ealserei for consolation at first, but this developed into a romance that neither had expected. Bregnor and Ealserei were not married until after Cytwytever was born. Bregnor grumbles that he's getting feeble in his old age, but he is still far from it. Some suspect Ealserei is responsible for this.

Personality: Bregnor draws people like a feast draws halflings with his good nature and courage. Often too trusting, his friends keep an eye out for him. Bregnor has friends in garrisons and taverns in many nations, but he is not accepted by the more arrogant of the nobility. He has never been ambitious, and intrigue frustrates and disgusts him. Bregnor prefers to fight things out toe-to-toe with his enemies. He often avoids the court life by strolling through his city, training warriors, spending time with his children and wife, or traveling abroad. Bregnor refuses to wear helmets and protective magics, prefering to take his lumps like any other soldier (and he is proud of the resulting scars).

Current Residence: Lord Bregnor Brenalette lives with his family in the royal palace of Crantiven. The palace is on a cliff on the edge of the seaport, overlooking both the prosperous city and the sea upon which it depends.

ASTEREI BRENALETTE

Player: Andrew Ehrnstein
3rd Level Female Human Illusionist

STR: 8
INT: 17
WIS: 10
DEX: 17
CON: 10
CHA: 15
COM: 15

AC Normal: 2
AC Rear: 5
Hit Points: 7
Alignment: Chaotic Good
Deity: none acknowledged

Weapon Proficiency: dagger

Special Abilities: ambidextrous; psionic ability 194, ACDE/FGH Disciplines (only *hypnosis* and *invisibility* learned as yet): *hypnosis, invisibility, clairvoyance, mass domination, mind bar*

Languages: Common, Elf, Dryad, Brownie, Bronze Dragon, Lamasu, Lizard Man

Equipment: 4 daggers (3 are concealed,) *bracers of defense AC 5*, potions of *healing* and *psionic boost* (10 Psi Str points, standard duration), material components, stone of *continual light*, spell books.

Description: Lady Asterei Brenalette is 32 years old, 5′6″ tall and weighs 130 lbs. She has smooth, lightly tanned and freckled skin, and brown hair that falls in ringlets half-way down her back. Her eyes are dark grey, her lashes are long and her nose is small and pretty. She has a round face and a rather voluptuous figure. Wherever she travels she dresses appropriately and very well.

History: While 'Tever grew up without a surname, Asterei grew up without her true mother, for Asterei's mother died bearing her. Ealserei named her friend's child and tried to raise her while unwittingly growing closer and closer to Bregnor. She also introduced Asterei to the Art, which Asterei proved very adept at, quickly deciding on illusions and practicing her innate psionic talents. These pursuits were only barely interrupted by two marriages ending in her being widowed each time. Some whisper that she killed her husbands (she did not). Asterei allows these rumors to circulate — she likes her freedom.

Recently Asterei has acquitted herself amazingly well, using her limited powers impressively. Because of 'Tever's and Yosemite's physical protection she has yet to even *draw* a dagger. She has, however, almost knocked herself unconscious several times by straining her psionics to their limit. She and Yosemite work very well together. Asterei has finally found a man who won't lock her in a palace!

Personality: Lady Asterei Brenalette learned how to speak her mind from her father and the use of subtleties from her step-mother. The combination often amuses her. She teases 'Tever, trying to lighten up his usually somber mood. Asterei believes that appearances are very important, which is why she loves illusions: she gets to change appearances whenever she wants! She loves sailing, swimming, humor and intellectual debate. She is very creative in her use of illusions and has a very good and active sense of humor. She is also is very aware of the mysterious sagecraft of psychology, probably due to her psionics, and she incorporates psychologically powerful symbols in her illusions. Her only prejudice is a learned aversion to insane and arrogant people.

Current Residence: Though presently unable to return home, Lady Asterei Brenalette lives in her personal suite in her father's palace.

CYTWYTEVER

PLAYER: Andrew Ehrnstein
3rd Level Male Half-Elven Cavalier

STR: 17
INT: 12
WIS: 12
DEX: 16
CON: 15
CHA: 14
COM: 13

AC Normal: −1
AC Rear: 2
Hit Points: 30
Alignment: Neutral Good
Deity: not devoted, but acknowledges many, especially Hanali Celanil

Weapon Proficiencies: (4) lance, long sword, short composite bow, javelin

Special Abilities: infravision (60′), detect secret doors, 30% resistant to sleep and charm, 90% resistant to mind- affecting magic, +2 to save vs. illusions, immune to fear, protection from fear aura 10′ radius, consciousness retained to - 14 hit points, +1 to hit with lance and long sword, skilled at hunting, ambidextrous.

Languages: Common, Elf, Gnome, Halfling, Goblin, Hobgoblin, Orc, Gnoll

Equipment: *trans-dimensional long sword +1* (*light* once/day, retains its "plus" on any plane), field plate armor, shield, lance, short composite bow and arrows, 4 javelins, skinning knife for the hunt and heavy warhorse, Sithwelen, which wears plate barding.

Description: Cytwytever is young for a half-elf, only 30 years old and looking a human 17. He stands 5′6″ tall and weighs 130 lbs. He has fair, freckled skin, shoulder length brown hair, and no facial hair. His eyes are almond-shaped and grey-green colored. 'Tever's ancestry is obvious to anyone, but the intensity of his gaze usually stops any questions about it.

History: Cytwytever is the son of Lord Bregnor Brenalette and his Lady Ealserei and was born out of wedlock. 'Tever learned early that the way to make other people forget his bastardy was to never back out of a fight. He has not forgotten, though, that Bregnor promised to officially recognize 'Tever when he makes knighthood, and 'Tever daily strives toward that end.

He trained under his father and a friend of the family, a skilled

cavalier. He only has been adventuring for a short time, but has done exceedingly well. 'Tever, his half-sister Lady Asterei, Reginold "Yosemite" Nole, Laurus "The Brave" and a few others have been encountering incredibly arrogant and incredibly powerful, beings and have survived.

Personality: Cytwytever is courteous and good-natured like his father, but a little touchy. He takes everything too seriously. He may well relax a bit and begin to enjoy life when he gains his spurs and his surname, but not until then. Insulting 'Tever, especially about his illegitimacy, is always taken as a challenge except from the very best of friends. He allows his friends to call him 'Tever, but not mere acquaintances. He truly has no fear, and he will attack any evil of any strength. 'Tever often lays his life on the line for his half-sister (something Yosemite always appreciates). Considering the foes his group has been encountering, this self-confidence has helped. He loves his family very much and respects his parents' love for each other. Despite this, he really does not understand love, nor — only discipline, — a point Asterei (and only Asterei) teases him about. He is beginning to lose his reserve toward Yosemite and he pities Laurus, but otherwise he always acts rather formally.

Current Residence: Presently unable to return home, 'Tever usually lives in the officers' quarters in his parents' palace.

"YOSEMITE" REGINALD NOLE

Player: Grayson R. Towler
4th Level Male Human Ranger

STR: 17
INT: 13
WIS: 14
DEX: 15
CON: 18
CHA: 12
COM: 14

AC Normal: 1
AC Rear: 3
Hit Points: 52
Alignment: Neutral Good
Deity: Mielikki, Finnish Mythos

Weapon Proficiencies: (3 of 4 used) Longsword, Longbow, Sabre

Special Abilities: Tracking, Surprise on 1-3, surprised only on a 1, +4 damage vs. Giant Class

Languages: Neutral Good, Common, Ogre, Bugbear, Hobgoblin

Equipment: Rope, 50′, 5 flasks of oil, small mirror, pouch, backpack, Longsword, Longbow, Plate Mail, Large Shield, 16 Arrows, *Sabre, +2, 4 arrows +3*

Description: "Yosemite" Reggie is 22 years old, 6′1″ tall, and weights 197 pounds. He has blond hair and brown eyes, a fairly attractive (if already a bit battlescarred) face, with striking but no outstanding features. He is well muscled, but not to the point of being overly bulky. Being a warrior obviously serves to put a rough edge on anybody's appearance, but Reggie is particularly fond of the roughness, and actively promotes it (although with Lady Asterei about, he attempts to keep himself from being offensive.) He does not smile very often, which usually gives him an air of intensity.

History: "Yosemite" Reggie had always enjoyed being in the woods and hunting, and at age 15 he decided that his calling was not in the class of fighter, as he was originally training for, but in that of ranger. He began his actual adventuring career close to his 21st birthday. Of his original companions, only Laurus is with him today. Although a friend of his, an illusionist, was killed on that first adventure, he survived long enough to impress upon Reggie the power and effectiveness of a properly-used illusion.

To replace the illusionist, the party took on his sister, a beautiful magic-user named Mestopha, At first, Reggie thought he was in love with her. She proved herself to be powerful, resourceful, and quite mysterious. Reggie had always been fascinated and infatuated with magic, and, while he still believed illusions to be the most powerful kind, he was nonetheless impressed with the power that Mestopha wielded in her spells. Unfortunately, Mestopha was also terminally strange. A paladin discovered faint traces of evil in Mestopha, and, eventually, she was taken away by a powerful devil. It was discovered later that she was, in fact, part demon. Fortunately, he met Asterei. She was just as powerful (with her illusions), just as mysterious (with her psionics), just as beautiful, and didn't come complete with weirdness or demon blood. She and Reggie work well together, and he has found that he likes her better than Mestopha anyway. Whether or not this will get anywhere depends on their survival, of course, which is quite uncertain, considering the amount of superpowerful beings that the party has had to deal with lately. They have only survived by dint of luck, big talk, illusions, and utter duplicity. These tactics, while having worked well enough so far, are not the safest things to rely upon, and are extremely difficult to practice with a cavalier and a paladin looking over your shoulder. Reggie would much prefer to deal with things he at least has a chance of handling in a straight forward manner.

Personality: Laurus, "Yosemite" Reggie, oldest friend, has often described his comrade-in-arms as 'power-hungry." This is, in a lot of ways, a wholly accurate assessment of Reginald Nole's tendencies. He has an unbridled desire to possess magic, or, if he can't use it himself, work with people who can. This near-obsession is further manifested in the fact that he always seems to seek out magic-using women. The reason for this power-hungriness, however, is his resentment of having been pushed around in the past by people who do have power. He is, however, neither rash nor stupid, and is willing to bide his time before he decides to take-on some of these superpowers that have plagued his life.

Other than that, Reggie is not a difficult person to get along with. Although he lacks the charisma of some of his companions, he nonetheless takes on the role of the leader, since he started out in that position and, although there has been a great deal of turnover in the party, nobody has ever bothered to contest his leadership. He gets along with almost everybody in the party, especially Asterei and Laurus. Cytwytever is a puzzle to him, though. While Reggie is often quite intense, he enjoys a good time as much as anybody and likes to take the time off to hang around with Laurus and just do silly things, but Cytwytever never lets up. What bothers Reggie the most is that, in order to keep him alive, the party has often had to steer Cytwytever clear of certain overwhelming encounters, and thus 'Tever has never been able to see any reason to believe Reggie's claim that some things are best not fought. He has finally resolved, however, not to let Cytwytever get between him and Asterei, although Asterei really is quite capable of handling her noble-minded half-brother if she really feels she needs to.

Current Residence: Reggie's family is in his hometown of Idemchile, but his true home is on the road. Certain events have taken him quite a distance from his birthplace, and indeed he is no longer sure if it still exists. He doesn't really forsee going back there anyway, but, then again, nothing else has happened that he has forseen.

LAURUS "THE BRAVE"

Player: Grayson R. Towler
5th Level Male Hafling Thief

STR: 13
INT: 14
WIS: 12
DEX: 18
CON: 15
CHA: 12
COM: 10

AC Normal: 3
AC Rear: 7
Hit Points: 27
Alignment: Neutral Good
Deity: No specific attatchment

Weapon Proficiencies: (2 of 3 used) Sling, Short Sword

Special Abilities: 30′ infravision, invisible in foliage, surprise on 4 in 6 if alone, thief abilities.

PB	OL	FT	MS	HS	HN	CW	RL
65	62	50	60	56	25	75	15

Languages: Neutral Good, Common, Elf, Gnome, Goblin, Dwarf, Halfling, Orc, Thieve's Cant

Equipment: Thieve's tools, 50′ rope, backpack, pouch, 3 flasks of oil, garlic, 2 iron spikes, sling, 12 bullets, short sword, leather armor, *amulet of water breathing, potion of improved invisibilty.*

Description: Laurus is rather large for a halfling, standing 3'6" and weighing 57 pounds. His eyes are brown and large, and his skin is fairly dark. His hair is brown and curly, and he wears a thin beard. He is not particularly handsome to any race, but his looks are sufficient to get him by.

History: A year before he set out to recover a magical amulet with his good friend, "Yosemite" Reginald Nole and his party, Laurus never even dreamed that he would be going on adventures, except on the nights that he had nightmares. He was NOT a prime candidate for adventuring, to say the least. He was, however, quite poor, and on his own in the world, and eventually had to try his hand at thievery to support himself. Soon after he turned to this profession, he tried to pick the pocket of a young human by the name of Reginald Nole, who was training to be a ranger at the time. Instead of clobbering Laurus when he caught the halfling, Reggie told him where he could get professional training. This began his friendship with Reggie, as well as his thief training with the local guild. Several years later, under circumstances that he often wonders about, Reggie convinced him to go on a "little" quest with him. It was all uphill from there.

Personality: Reggie added "The Brave" to Laurus's name once he got to know him, and it was a teasing measure. Laurus perfers to be exactly the opposite of "Brave", and would much rather avoid a fight than to face one. He has shown in the past, as much to his surprise as to his friends', that he is actually capable of extreme bravery in a pinch. He has figured that, while the actual performing acts of bravery isn't so bad, getting yourself worked up for them is. He convinces himself that the only reason he keeps on adventuring in the first place is for the money, but in fact he is fully caught up in the adventuring lifestyle and couldn't untangle himself from it if he wanted to.

Laurus does not share Reggie's power-hungriness. In fact, he is frightened of most magic, especially what he terms the "flashy" kind. He feels no real need for power or respect, and is content with the idea that his life will probably be althogether inconsequential. As an adventurer, though, he may turn out to be important in spite of himself.

Current Residence: Laurus's hometown is Idemchile, but, at present, it doesn't look like he'll be seeing that place for a long time.

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(LETTERS

like to run another Network sanctioned tournament. I will have a preliminary flyer ready in a month or so and will get you a copy. I would appreciate it if you could tell me who to contact at The Dragon, so that we don't get left out of their schedule again. Now to the interesting part...

I would like to be able to run the tourney using a new game system (developed here in Ft. Wayne) called Darkus Thel. There is a lot of interest in the game here (one of the reasons I was only able to fill 4 tables, is that Darkus Thel captured the interest of the Con goers to the point that in three sessions they managed to fill 15 tables and were still turning people away).

I have asked the authors of the game if they would be interested, and they have said that they would be willing to write the needed modules and submit them, with a copy of the rules, to HQ for approval. I have suggested a mid- March deadline to them. If this is not enough time, please let me know as soon as possible. I would also be happy to write a review of the game for the Newszine (or you could have someone from your staff review it, at your discretion).

I look forward to working with you on this, and hope you will be in touch soon. Thank you for all of your help.

Michael Durant
NIGA, Pentacon Committee

In reference to getting your modules sooner, we are making a GOOD effort on sending these out earlier. We realize there has been a problem, and we are making plans on rectifying this situation.

As to the memberships for the Pentacon '86, the winners of the Guild War scenario were run in issue #32. This is an unofficial announcement but we believe it to be authentic, as we are waiting for the new system on the computer to be completed so we can do it there. If there should be any corrections then we will announce them in a later issue. The memberships (extensions, etc.) will be issued at that time. Also, your membership application have been sent to you as of 1/14/87.

Read the DRAGON® Magazine — February, issue #118 — which will have guidelines for the Convention Calendar: Send to: DRAGON Magazine, c/o Robin Jenkins, P O Box 110, Lake Geneva, WI 53147, as soon as possible. (Editor's Note: announcements sent to DRAGON Magazine will not necessarily appear in POLYHEDRON Newszine even if you request publication in both, and vice versa. The staffs of these publications are often too busy to communicate with each other. If you want to make sure your convention is listed in both publications send an announcement to each.)

As to your desire to use Darkus Thel rules to create your own tournament, yes, this would be fine. You would have to get the approval of both the publisher and Network HQ to review and approve as official. (Editor's Note: this goes for all Network sanctioned events using non-TSR products.)

The mid-March deadline would be fine. The manuscript should be typed - double spaced with 1" margins on all sides. Every page should be numbered and the author's name or coordinator's name and number should appear on the left top corner and the scenario's name in the top right corner.

LET'S CLEAN UP OUR ACT

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By Tim Tollefson

The guilt which the former editor of this publication has repeatedly placed in my heart has moved me to write this article. The way she kept insisting that most of the RPGA™ Network membership doesn't contribute anything to the newszine (and should) made me feel obligated to respond to her pleas. I therefore wish to make known the fact that I wrote this article for the sole purpose of helping this organization. I hope that others will follow.

My writing this composition had nothing to do with the fact that it will be seen (and hopefully read) by a few thousand people all over the world; no, I am offering what follows as a completely unselfish gesture of kindness to POLYHEDRON™ Newszine.

Honest. I mean it. Truly...

Okay, so you saw through my introduction. I've actually been planning to write this for a long time. The topic is a familiar one, and for many it is redundant. It concerns all the spoken and implied complaints about the D&D® and AD&D® Games and role-playing games in general. These complaints range from minor grievances (the simple statement that the games contain too much violence is, in my opinion, a minor grievance) to absolute nonsense. A perfect example of the latter is a letter seemingly written by a 7th grade girl from Pennsylvania and printed in issue 24 of this newszine. The writer stated that a few of her friends had decoded evil messages in one of the D&D® Game books by way of a special decoder book for the game. Where do role-playing's detractors dredge up silliness like that? I have an idea. I'll discuss it in a moment.

Lately, a lot of gamers have been trying to rescue their favorite hobby from the claws of those who would like to see role-playing games banned. These loyal role-players have been writing letters to newspapers, giving talks at libraries, and even appearing on local television newscasts. Most of them declare that there is nothing wrong with role-playing games and that the rumors are all nonsense: either false or blown out of proportion.

I think it is great that people are doing all this, and I would jump at the chance to publicly defend my favorite pastime, but I don't think it's enough. It is far more important that we, as players and GMs, don't do things that give our hobby a bad name. Excesses committed by the immature and the thoughtless have undoubtedly given rise to many of the complaints that have arisen about role-playing games.

First of all, it's a waste of time and effort to try to disprove all those silly, contrived rumors. Anyone who believes that the pastor's son was turned into a sadistic, Satan-worshipping rapist overnight just isn't worth the trouble, no one is going to change the mind of somebody who is that far gone. No, the minor complaints are more easily and efficiently laid to rest.

I have a way in which we can show others that there is really nothing wrong with role-playing games. The ninth word in that last sentence is important. I feel we should concentrate on "showing" rather than "telling".

Look at the people who are making most of the complaints. They're not religious fanatics, they're not money-hungry, in most cases they are sincerely concerned. These people are the people with whom you associate often — parents, grandparents, friends, teachers — people who have seen you and your friends playing the game.

Examine the way you play in front of them. Find out just what you show them about yourself and the game each time they see you play. Consider the following situations, are you giving role-playing a bad name?

Violence: Do you continuously enter into combat without trying to discover if the opponent is "friend or foe," or, if he is a foe, without trying to parley with him? Do your characters ever torture or kill anyone (or anything) unnecessarily? Have you ever had your character commit rape (it's rare, but I know people who have)?

"Too much violence" is probably the most heard complaint about the D&D® and AD&D® Games games. I used to explain the violence to worried relatives in this way: all the killing is okay because there is a good purpose behind it ("good" as in "the opposite of evil"). The good knight is supposed to slay the evil dragon, which has captured the fair maiden. Now that I have more experience in role-playing games, I realize that I can't use that excuse; at least not honestly. Why? Because of this next category:

Evil Alignment: I believe that most people are satisfied with, and enjoy, playing characters of good and neutral alignments. There are those who, for some reason, enjoy playing evil characters; but in most aspects of the game(s), they are restricted from having much fun. Most of the rules for the D&D® and AD&D® Games are designed for morally good characters. The obvious exception is the assassin character class[1]; an area of the game which I try to avoid.

When I said evil characters are restricted from having fun, I was looking at it from a "good" point of view. Think about it. Good characters (and probably neutrals) enjoy doing "good" things. They like to help people; if they can get some treasure at the same time, so much the better. Virtually all the modules published by TSR, Inc. have a definite theme and purpose, whether it be that the party of adventures rescue a town from destruction, try to discover the location of someone's most prized possession, or simply to destroy an evil being. These goals are always meant for good or neutral aligned characters. Accomplishing these goals is fun for the good-aligned adventurer, and also for the player. Sanctioned RPGA™ Network tournaments are also required to have such goals. Since evil groups of adventurers do not do these good things, they must not have much fun (ditto for the players). But they do have "fun." How? They slit people's throats, they steal the king's treasure, they rape the king's daughter. Such fun (ditto for the players?)!

Now consider the structure of the game itself. Ever notice that each of the character classes needs the others in order to get along? The fighters' strong arms and stout hearts bear the brunt of the action, the mages provide the heavy firepower, the clerics keep everyone going, and the thieves handle the delicate stuff. This arrangement works fine for a good-aligned party where everyone is willing to at least watch out for the others, if not sacrifice himself for the benefit of all. Neutral-aligned characters at least see the wisdom of such an arrangement, but evil characters scoff at teamwork and think that heroism is for chumps. It's a wonder that any evil party survives at all — and most of them don't.

Religion: Pastors all across country have condemned the D&D® and AD&D® Games. One of the main reasons for this is the fact that the games' characters worship pagan gods. Some preachers say that younger players are influenced to believe that these gods are real. They ask why the characters do not worship Jehovah.

Well, I'm glad Mr. Gygax didn't include Jehovah in the D&D® and AD&D® Games. These pastors are showing their ignorance by not realizing that if Jehovah was included the kids would be influenced to believe that Jehovah is make-believe just like the rest of the game. I sure hope there aren't many people who have included Jehovah and Satan in their campaigns.

Magic: One thing I didn't mention in the above category is devil-worshipping. I saved it because the main thing involved with devil-worshipping is black magic. In my opinion, anyone interested in the occult is a weirdo and should be dealt with accordingly. The difference between role-players and believers in the occult *is* belief. Role-players know that they are playing a game, practitioners of the occult actually believe that they have extraordinary powers. If *you* start thinking about game magic in real terms, it's time to quit playing for awhile.

Greed: Are you the kind of player who

(Continued from page 29)

plays every character as a thief? If you have a greedy paladin, you need some improvement as a role-player.

Make sure that the goals of the party are not simply to venture out, kill monsters and take their treasure. As I mentioned earlier, TSR, Inc. and the RPGA™ Network have been careful to make sure this is not the case in the adventures that they produce.

We role-players are always saying that the D&D® Games aren't evil: "It's only a game and objects can't be evil; some people just play it in an evil way." This is absolutley true about any game. Poker, for example, cannot be called evil simply because some people choose to play strip poker, or cheat in order to fleece the unsuspecting of their money. Maybe when we think about how we play, though, we will discover there are a few (or many) things we do in the D&D® and AD&D® Games which other people consider "evil"; thereby giving the game a bad name.

In closing, I would like to say I'm sorry if I sound like Mr. High and Almighty. I should also say that I am not a pastor or preacher of any sort (I often come off sounding that way).

I modestly offer the above advice not only so other role-players will have the opportunity to make their hobby seem less "evil", but because I'm sure it will add enjoyment to your game. Or at least subtract from the occasional displeasure.

The d6: Expanding the Power of the Cube

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Often a group of players will get together and desire to play an hour or two of their favorite role-playing game, but they have forgotten to bring dice, or they have met in a place where nobody thought they would need one of those plastic randomizers. Usually these players, if desperate, will find a six- sided die and use various unscientific methods for determining results: 3d6 + 2 for a 1 to 20 result, d6 + (d6/2) for a 1 to 8 result, etc. Yet for the dice-worshipping gamers these methods were so, barbaric.

Then, a long time ago, DAWN PATROL® Game system became available. This game included a wonderful table — one that permitted players to actually roll d% semi- scientifically using 2d6. This table, from Best of DRAGON® Magazine, Volume 1, was praised by all, at least until the need to roll 1d12 came up...

The end of gaming as we know it? No, do not fret, for if you posess only a 6-sided die, the following charts will guide you through the dungeon, starship, or alien planet.

d4: For a result of 1-4 with 6-sided dice simply roll 2d6 and consult the chart below:

2d6 result	d4 equivalent	Actual % chance for result
3, 8 or 11	1	24.93%
4, 6 or 12	2	25.017%
2, 5 or 9	3	25.065%
7 or 10	4	24.983%

d8: For a result of 1-8 with 6-sided dice, first roll 2d6, on the chart below, find the corresponding row, and then roll 1d6 to find your result.

2d6 result	1d6 result	d8 equivalent
3, 8 or 11	1, 2 or 3	1
	4, 5 or 6	2
4, 6 or 12	1, 2 or 3	3
	4, 5 or 6	4
2, 5 or 9	1, 2 or 3	5
	4, 5 or 6	6
7 or 10	1, 2 or 3	7
	4, 5 or 6	8

d10: For a result of 1-10 using 6-sided dice, first roll 1d6, on the chart below. Find the correct "half" of the chart, then roll 3d6 to get your result.

1d6 result	3d6 result	d10 equivalent	actual % chance
1, 2 or 3	4, 7 or 9	1	19.98%
	12, 14 or 17	2	19.98%
	5, 6 or 10	3	19.78%
	11, 15 or 16	4	19.78%
	3, 8, 13 or 18	5	20.48%
4, 5 or 6	4, 7 or 9	6	19.98%
	12, 14 or 17	7	19.98%
	5, 6, or 10	8	19.78%
	11, 15 or 16	19.78%	
	3, 8, 13 or 18	10	20.48%

d12: For results of 1-12 using 6-sided dice, simply roll 1d6, multiply the result by 2, then modify that total with another 1d6 roll on the chart below.

1d6 roll	modification to 1d6X2
1, 2 or 3	subtract 1
4, 5 or 6	no modification

d20: For results of 1-20 using 6-sided dice, roll on the d10 table, multiply the result by two, then modify that total with another 1d6 roll on the chart below.

1d6 roll	modification to 1d10X2
1, 2 or 3	subtract one
4, 5 or 6	no modification

d%: For percentage generation using 6-sided dice, simply roll twice on the d10 chart, using the first result as the "tens"column and the second result as the "ones" column.

CONVENTION JUDGE APPEAL

This year's GEN CON® Game Fair offers the most RPGA™ Network tournaments ever. It will be impossible to play in all of them!

Because of the importance of securing judges for the convention, and for Origins in Baltimore, we are suspending for this issue the RPGA™ Network winners list. Next issue will feature two winners lists.

As a special feature of the conventions, the majority of the tournaments are open to gamers who have not yet become members of the RPGA™ Network. However, RPGA™ Network representatives are hopeful those gamers will join the ranks when they discover how much challenge and fun can be found in RPGA™ Network tournaments and activities.

At GEN CON® Game Fair there will be 33 RPGA™ Network-sanctioned events to compete in, from DUNGEONS & DRAGONS® and ADVANCED DUNGEONS & DRAGONS® Games to GAMMA WORLD® Game, Champions and Teenage Mutant Ninja Turtles.

Many of the RPGA™ Network events will be ADVANCED DUNGEONS & DRAGONS® Game tournaments. They are: Masters and Grand Masters competitions, a Fluffy Quest Masters, an event featuring the RPGA™ Network Living City, a team competition featuring the DRAGONLANCE® game world, the traditional AD&D® Feature Tournament, an AD&D® Game tournament not available through pre-registration, Star 2, AD&D® Oriental Adventures, Fluffy San, a tournament open only to RPGA™ Network DMs and a D&D® BLACKMOOR™ event.

Other RPGA™ Network events featuring TSR games are: MARVEL SUPER HEROES™* Masters and Feature Tournaments, GAMMA WORLD®, BOOT HILL® and TOP SECRET® Games.

The special additions to this year's list of RPGA™ Network tournaments are from other game companies across the country. Those companies' participation is helping the RPGA™ Network to be more representative of the role-playing industry and gaming public. These tournaments are: Runequest, produced by Avalon Hill; a Masters-level Paranoia, produced by West End Games; James Bond, by Victory Games; MECHWarrior and Star Trek, by FASA; Traveller 2300, by Game Designers' Workshop, Inc.; War Hammer, by Games Workshop; Champions, by Iron Crown Enterprises; Chill, by Pacesetter; Teenage Mutant Ninja Turtles, by Palladium Books; GURPS Autoduel and Toon, by Steve Jackson Games; and Call of Cthulhu, Pendragon, Stormbringer and Elfquest by Chaosium, Inc.

Have fun deciding what to play or judge!

Because of the increase in RPGA™ Network tournaments, there is an increased demand for judges at GEN CON® Game Fair. People planning to attend GEN CON® Game Fair who feel they have the expertise to judge these games - especially the games which have never been RPGA™ Network tournaments before - should fill out the attached volunteer form or a copy of it. Judges do not have to be RPGA™ Network members to run RPGA™ Network tournaments. However, only RPGA™ members will receive experience points for running RPGA™ Network- sanctioned tournaments. Gamers who know of qualified judges planning to attend GEN CON® Game Fair are urged to inform those judges about The RPGA™ Network's need for judges.

***Origins game convention, set for July 2-5 at the Baltimore Convention Center also will boast several RPGA™ Network-sanctioned tournaments, for which judges are needed.

These tournaments are: AD&D® Masters; AD&D® Game; MARVEL SUPER HEROES™*; TOP SECRET® Game; GAMMA WORLD® Game; GURPS Fantasy by Steve Jackson Games; Toon by Steve Jackson Games; Call of Cthulhu by Chaosium; Runequest by Avalon Hill; Paranoia by West End Games; Ghost Busters by West End Games; Chill by Pacesetter; James Bond by Victory Games; Star Trek by FASA; and Dr. Who by FASA.

People planning to attend Origins, which is put on by GAMA - the Game Manufacturers Association, should contact the RPGA(HQ) if they are willing to judge any of the above events. Judges are especially needed for the tournaments which have not been designated as RPGA™ Network-sanctioned before.

Please note: You will be sent a letter informing you if you will be a judge at GEN CON® Game Fair or at Origins (or both), and the times you need to be present for judging.

*Marvel Super Heroes is a trademark of the Marvel Entertainment Group.

NAME _____ AGE _____

ADDRESS _____

CITY _____

STATE _____ ZIP _____

DAY PHONE _____

EVENING PHONE _____

RULES CAPABLE OF JUDGING _____

_____

WHICH CONVENTION(S) WILL YOU BE ATTENDING _____

_____

TIMES YOU CANNOT JUDGE _____

_____

HAVE YOU EVER JUDGED AN RPGA™ NETWORK EVENT? _____

_____

Convention Announcements

Maryland

ORIGINS '87

July 2-5, 1987 at the Baltimore Convention Center and Hyatt Regency Inner Harbor.

For more information write: Atlanticon, Dept. C.A., P.O. box 15405, Baltimore, MD 21220 or call (301) 298-3135.

Sponsored by ***GAMA***, the Game Manufacturer's Association.

Georgia

DRAGON CON '87

Presented by the Dragon Alliance of Gamers and Role-Players, October 2-4, 1987, in Atlanta, Georgia. Look for additional information in future issues or send SASE to: DRAGON CON '87, Box 148, Clarkston, Georgia 30021.

Indiana

BATCON VI

PLEASE NOTE REVISED DATE!

Come to Sherman House in Batesville, Indiana on June 26, 27 & 28, 1987 for our sixth gaming convention! Featured events will include an RPGA™ Network AD&D® Game tournament and all types of gaming.

For information, contact: Rob Washburn, 1025 Locust Avenue, Batesville, IN 47006.

GLATHRICON '87

PLEASE NOTE REVISED DATE AND LOCATION!

This gaming extravaganza will be held at the Executive Inn in Evansville, Indiana, on June 19-21, 1987. Special guest of honor will be E. Gary Gygax. Special guests include Frank Mentzer and Penny Petticord; artist guest, Ray Van Tilburg; and DM guest of honor, Jay Tummelson. RPGA Network tournaments include the AD&D Grand Masters (a national first), AD&D, Marvel Masters, Marvel, TOP SECRET® and GAMMA WORLD® games and others. The AD&D Game Tournament will be for the American Cancer Society in fond memory of Joe Martin. Other events will include a miniatures painting competition, banquet and masquerade.

Membership is $15. Membership may be limited!

For information, contact: Evansville Gaming Guild, P.O. Box 15414, Evansville, IN 47716, or call (812) 853-7850.

Michigan

MICHICON GAMEFEST '87

June 12-14, 1987 Southfield Pavilion, Southfield, Michigan. Sponsored by the Metro Detroit Gamers (MDG).

For more information write: Michicon Gamefest '87, P.O. Box 656, Wyandotte, MI 48192

WISCONSIN

GEN CON® 20 Game Fair & Trade Show

August 20-23, 1987. Further information will be provided in future issues.

For pre-registration or judge forms write: GEN CON Game Fair, P. O. Box 756, Lake Geneva, Wi. 53147. Please indicate on envelope "Pre-reg info" or "Judging info".

For information on assisting the RPGA Network Tournament Headquarters write: RPGA Network HQ, P.O. Box 509, Lake Geneva, WI 53147.

BOARSHEAD MIDSUMMER REVEL

June 26-28, 1987, Trentonview Recreation Center, West Bend, WI. Featuring several RPGA Network events, including the first 3 round AD&D Masters, plus a Lazer Tag Tournament. Saturday evening feature medieval feast - appropriate dress required. Large "King Richards Fair" type vending area. Also featuring the new science fiction role playing game by Gary Gygax. Special guests: Harold Johnson, Jim Ward, Frank Mentzer, Penny Petticord, and much much more. Bring your staff, bring your mace, become somebody. Contact Keith Polster (414) 338-8498 or send SASE to 1812 West Morgan Drive, West Bend, WI 53095. Pre-reg $5 day or $15 weekend, after June 15th or at door $7 day or $21 weekend.

HAYSCON III, June 26-27

The Pegasus Extension cordially invites all fantasy and science-fiction gamers to participate in their third annual convention. This event takes place in the Memorial Union of the Fort Hays State University campus in Hays, Kans. Featured activities include all types of role-playing games, a miniatures competition, a game auction, and dealers' booths. Preregistration fees are $10. For inquiries on registration or on game mastering for HAYSCON III, send a SASE to: HAYSCON III, The Pegasus Extension, 1718 Felten Drive, Hays KS 67601.

AUSTIN FANTASY FAIR, July 3-5

Sponsored by Bulldog Productions, this comic book, science-fiction, and film supershow takes place at the Austin Marriott, 6121 I-35 at U.S. 290. This event includes appearances by dozens of comic-book artists, writers, editors, and publishers, as well as a number of film personalities. Other features include a huge dealers' room, a professional art show, an art contest, an art auction, video rooms, a masquerade, numerous workshops, previews of upcoming motion pictures, and a variety of gaming events and open gaming competition. Tickets for this three-day event are $20 through June 15 and $25 thereafter. For more information, contact: Bulldog Productions, P.O. Box 820488, Dallas TX 75382, or call (214) 349-3367.

WINDSOR GAMEFEST V, July 25-26

This gaming convention takes place at the Ambassador Auditorium in the University Centre at the University of Windsor. Featured events include role-playing, miniatures, and boardgaming, free movies, and a dealers' area. Registration for this event is $10 for preregistered admission, $12 for regular registration, and $7 for a daily pass. For further information, contact: W.R.P.A., P.O. Box 2055, Walkerville Station, Windsor, Ontario, CANADA, N8Y 4R5. Telephone inquiries can be made by contacting Kristine Sheffiel at (519) 734-1150 or John Schippers, Jr. at (519) 735-5233.

HOUSTON FANTASY FAIR, August 7-9

Sponsored by Bulldog Productions, this comic book, science-fiction, and film supershow takes place at the Houston Marriott Astrodome. This event includes appearances by dozens of comic-book artists, writers, editors, and publishers, as well as a number of film personalities. Other features include a huge dealers' room, a professional art show, an art contest, an art auction, video rooms, a masquerade, numerous workshops, previews of upcoming motion pictures, and a variety of gaming events and open gaming competition. Tickets for this three-day event are $20 through July 15 and $25 thereafter. For more information, contact: Bulldog Productions, P.O. Box 820488, Dallas TX 75382, or call (214) 349-3367.

GATEWAY 7, September 4-7

Brought to you by STRATEGICON, the people who also brought you ORIGINS '86, this gaming convention will be held at the Los Angeles Airport Hyatt Hotel. Role-playing, wargame, computer game, and family boardgame tournaments will be offered, as well as various seminars and demonstrations, a flea market, a game auction, and an exhibitors' area. For more information, contact: GATEWAY 7, c/o DTI, P.O. Box 8399, Long Beach CA 90808, or call (213) 420-3675.

Classifieds

Looking for other gamers in your area? Starting a new club? Put it in the POLYHEDRON™ Newszine classifieds! There is no charge for this "MEMBERS ONLY" service. No commercial advertising accepted. Ads should be typed or printed neatly, 25 words or less, and submitted with name and current membership number to: Classified Ads, c/o POLYHEDRON™ Newszine, P. O. Box 509, Lake Geneva, Wi. 53147. Accepted ads will be run in two consecutive issues, space permitting. RPGA™ Network HQ reserves the right to accept, reject, edit, and limit quantity per member if necessary.

CANADA: Gamer seeks PBM candidates for modified AD&D® Game campaign. Send SASE if in Canada and envelope & $.35 if in USA (International Reply Coupon Costs More) Contact: Michael John Wybo II, PO Box 84, Talbot St. N. Courtland, Ontario, Canada, N0J 1E0

ALABAMA: Our new club "Dungeon Masters" is looking for members. We specialize in the D&D® Game. If you are interested in joining, please contact: Jason Andrews, P. O. Box 251, Midland City, AL 36350 or call Donald Leger at (205) 983-1340.

CALIFORNIA: I'd like to find someone in the San Bernardino area who likes to play the D&D® and TOP SECRET® Games. If you are interested in putting together a game, please contact: Gene Mikkelson, 2056 Nolan 5-D, San Bernadino, CA 92405.

CALIFORNIA: I would like to form or join a role-playing group. My interests include the AD&D®, STAR FRONTIERS®, BattleTech, AeroTech, Traveller, Star Fleet Battles, Car Wars, James Bond 007, and Ringworld Games. Contact: Kelly Alexander, 48871 Gamay Drive, Fremont, CA 94539, Phone (415) 656-7178.

FLORIDA: I would like to form a role-playing group (ages 14-18 preferred) in the South Miami area. I have four years of experience in the AD&D game. Contact: Brad Preuss, 7260 S. W. 133rd. Terrace, Miami, FL 33156. Phone: 305-251-0250

FLORIDA: Boca Raton Area: Experienced 14 year old role player trying desperately to start a role playing group in the Boca Raton area. I specialize in D&D® and AD&D® Games, but am willing to learn any game. Anyone welcome! I'm dying of boredom, so please respond. Contact: Tibe Jordan, 9085 Vista Del Lago, Boca Raton, FL 33433 or call: (305) 482-0903.

FLORIDA: Attention Miami Gamers! 14 year old gamer looking for those to share adventures in AD&D®, Battletech, and STAR FRONTIERS® Games. Contact Mike Idziorek, Wren 740 Ave., Miami Springs, FL 33166.

ILLINOIS: Stranded Player - Knows how to play AD&D®, GAMMA WORLD®, and STAR FRONTIERS® Games. Is willing to learn The TOP SECRET® Game. Please Contact: Jon King, between 4:00 p.m. & 6:00 p.m. at 312-865-2770 or write to: 2416 S. 14th. Ave. Broadview, IL 60153.

INDIANA: I would like to set up an organization of Regular DUNGEONS & DRAGONS® Game players. For more information send $.25 (postage). Your name, address to: Members, 1514 Northaven Drive, Jeffersonville, IN 47130. c/o Andy Wibbels

MASSACHUSETTS: Interested in starting a play-by-mail. Write: David Copeland, 2 Clifton Pk. Ct., Melrose, MA 02176

MICHIGAN: Experienced gamer and GM interested in beginning an AD&D® Game campaign with other experienced gamers, ages 15 & up, in Washtenaw County and surrounding area. Role-players preferred, problem solvers welcome, hack and slashers rejected without hesitation. Also interested in many other games, especially PARANOIA. Contact: Alan Ristow, 589 Crestwood Circle, Saline, MI 48176-1335 Phone: 313-429-2754. Half-ogres and Druids encouraged.

NEW JERSEY: WANTED — 8 Oriental AD&D® Game players to travel through Oriental play-by-mail world. TOTALLY Free (except cost of mailing). First come 1st serve! Write: Andy Cogswell, 8 Fred Place, Edison, NJ 08817.

NEW JERSEY: Looking for AD&D® Game players in North Bergen County, New Jersey, ages 12 - 16. Call Zachary, Hillsdale, NJ (201) 358-1194.

NEW YORK: Astronomy teachers play games too! Will play any Wargame/RPG, but prefer Star Fleet Battles, AD&D® Game, Hero System (Champions, DI, etc.). 8 years GMing experience. John M. Hammer, 79-10 Bell Blvd., Bayside, NY 11364. Phone #: 718-479-8088.

RHODE ISLAND: Wanted; AD&D® Campaign. No Monty Haul or variant stuff. Doesn't anybody go straight anymore! Well I do. All I need is some like minded folks. Contact: Roland Bruno Jr., 97 Sutton Ave., E. Providnece, R.I. 02914.

RHODE ISLAND: Small experienced band of adventurers is seeking mature and intelligent AD&D® Game players in the Narragansett (U.R.I.) area. Experience is preferred and hacking and slashing is frowned upon. Contact: Paul Soares, Jr., 341 Sayles Hill Rd., N. Smithfield, R.I. 02895.

TENNESSEE: I am looking for interested players in the Memphis area to form a role-playing club. Experience preferred, ages 18 years and older. Any female players welcome. My interest is in ADVANCED DUNGEONS & DRAGONS® GAME. I am also willing to try other role-playing games. Contact: Maurice Patterson, 1724 Hester Rd. Memphis, TN 38116-8511 Phone: 901-396-2415 (after 4:00 p.m.)

TEXAS: (LODUD) needs new members. All activities are via mail. For free information contact: Clay Fowler, 1202 Berrywood Lane, Houston, TX 77077

TEXAS: Trade — I would like to trade my SAGA Age of Heroes Minigame, and the INDIANA JONES Role-playing game with the IJ1 INDIANA JONES AND THE TEMPLE OF DOOM, and IJ2 RAIDERS OF THE LOST ARK Modules. I would like to trade these items for the following OLD Addition modules from AD&D® Game. G1: STEADING OF THE HILL GIANT CHIEF, G2: GLACIAL RIFT OF THE FROST GIANT JARL, G3: HALL OF THE FIRE GIANT KING. Contact: Jimmy Nugent, 420 East Wayside, Nugent, TX 77488, Phone: (409) 532-3976.

WASHINGTON: WANTED - Strike Force, Task Force, Greenfields beyond, AginCourt, Crimean Quad, The Conquerors Prestags Masterpack, Napoleon at War and Lastbattles, Seelowe, Search and Destroy, pre "72" SPI Publications. Send letters to: A.C. Morrison 25124 16th Ave. S., Kent, WA 98032.

WISCONSIN: Gamers in Southeastern Wisconsin who enjoy playing TSR's DAWN PATROL® Game of WWI Air Combat are invited to monthly Games in Lake Geneva. Contact Mike Carr (363-4775) or Will Niebling (248-3687).

SPECIAL
Pen Pal Wanted: I would like to be able to strike up a correspondence with one or more serious and experienced gamers who are mainly interested in the AD&D® game. At the moment I'm running a campaign on the world of Krynn, based on the DRAGONLANCE® World books. Contact: Christopher DeGraffenreid, 9 Hutson St., Wilkes Barre, PA 18702, Phone: 717-824-4106

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12

23